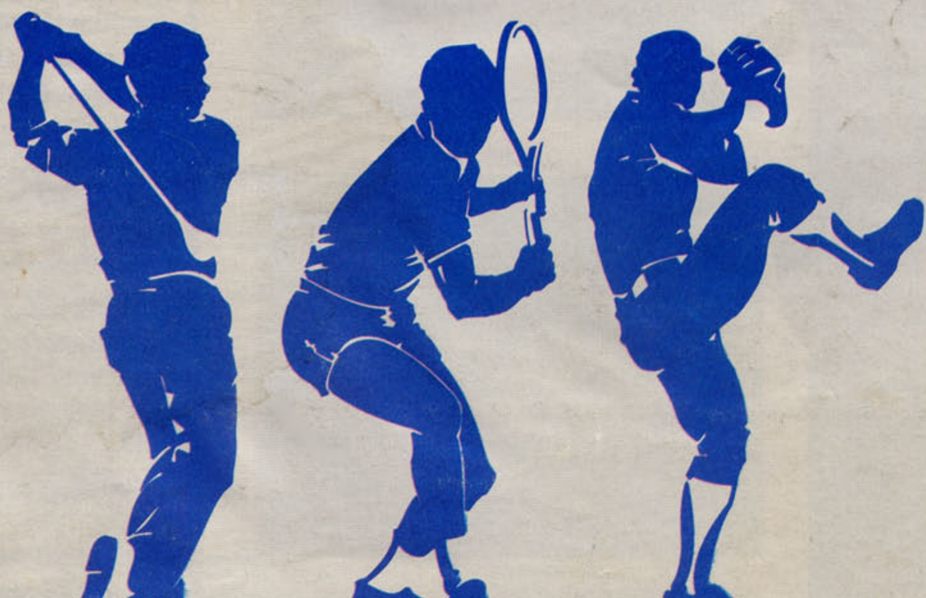
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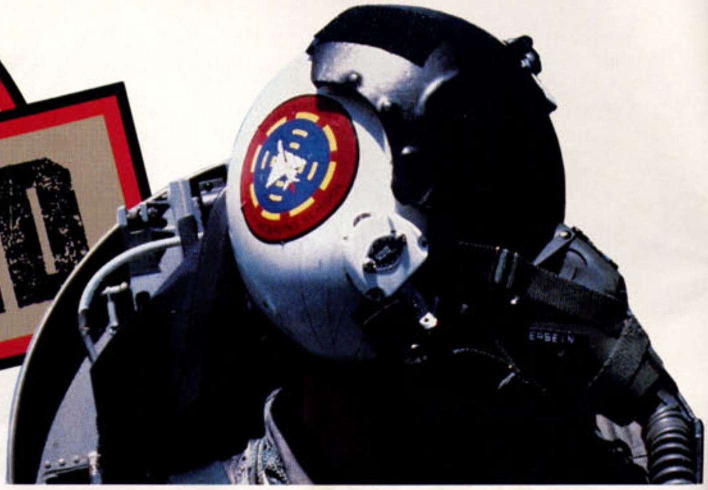
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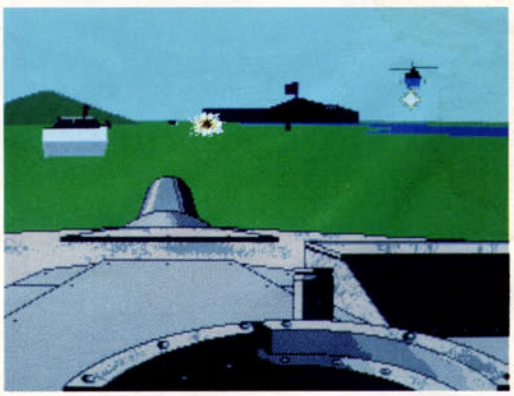




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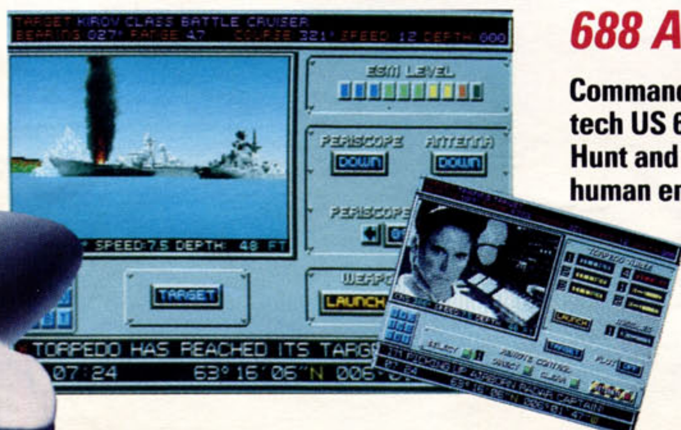
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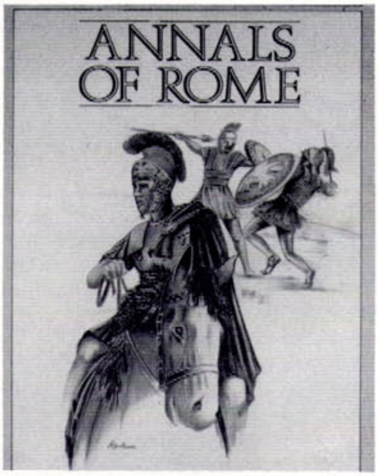
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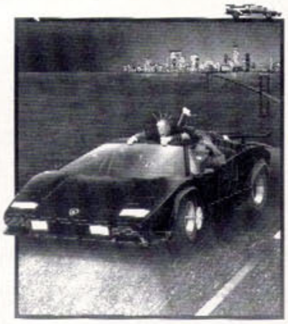
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Covering the World of Computer Games For Eight Years

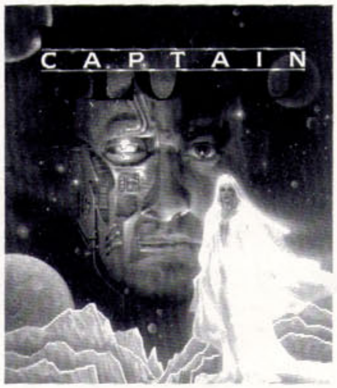
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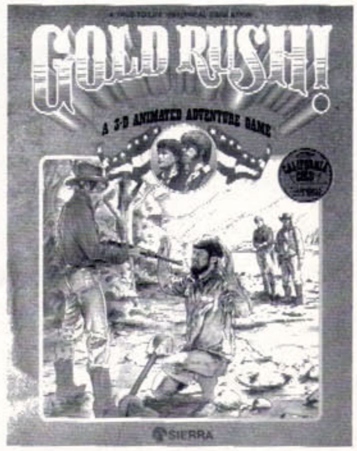
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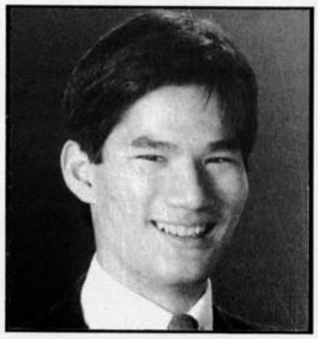
Low Shelf "ST"eem

When the Atari ST first came out, many of us thought that the Atari would become the best-selling personal computer. Just as the Commodore C64 when it first came out, the Atari ST represented state of the art technology at a cost that everybody could afford. Programmers naturally gravitated towards the ST because of its low cost and high performance. But the Atari ST has suffered from both a lack of software and poor market positioning. Its fate has been much the same as that of the Atari 400/800 (which was light-years ahead of the C64 in many ways): a great machine with little or no support. Those who bought Atari STs were quickly forced to band together through networks and user groups.

Talking to Atari users, we learned many wanted to see our best-selling air combat simulator, *Falcon*, converted to the Atari ST. They also wanted us to take full advantage of the machine's capability, rather than doing just a simple conversion from the Macintosh or IBM in the way that many other titles have been converted.

Many of our competitors warned us that releasing an ST product would be a money loser. We were told that within weeks the product would be up on the bulletin boards and sales would fall to zero. We chose to disregard these comments and felt that a majority of Atari ST users really wanted new products and that the piracy problem only existed with a small handful of users. Many of us did not even want to put copy protection on the product because we feel that copy protection is inconvenient and a nuisance for the honest user. Copy protection is also expensive, adding about $0.50 per copy to our cost of production.

However, within thirty days of releasing *Falcon ST*, pirates had put the product up on the bulletin boards—complete with diagrams for the code wheel protection, keyboard layout, and mission maps of the product.



Gilman Louie

*****The real cost of such software piracy is not the lost $49.95 sale, but rather the lost industry support for Atari ST.*****

Whether the machine format is an IBM, Amiga, C64, Apple II or Macintosh, piracy will always exist. A good software company accepts this fact and hopes that there are enough users out there who do not pirate to cover the cost of developing and publishing a product and allow for a reasonable profit.

Many ST owners argue that the ST has no more pirates than IBM or Mac. Many of us at **Spectrum Holobyte** believe this to be true. The problem is that the number of installed STs is considerably smaller than that of the IBM or Macintosh, thus increasing the impact of piracy on sales. In addition, ST pirates seem better organized and piracy seems more accepted (or, should I say, tolerated) by ST users.

The cost of developing a product is quite high, especially on a complex machine like the ST. *Falcon ST* was converted and enhanced by a third party developer. A third party developer lives by the royalties for each copy sold. **Rowan Software**, the company that converted *Falcon*, spent over $40,000 and 24 man-months on the Atari ST version.

The Amiga version has already doubled the sales volume of the ST, even though Amiga *Falcon* has been on the market for only 6 weeks while *Falcon ST* has been released for 9 weeks. When the Macintosh and IBM versions were released, they sold four times the volume of product over the same period of time. Based on the current sales trend, the ST developer will be lucky to break even. A good-selling Amiga or Macintosh product will sell 20,000-40,000 copies in its first year. An IBM title will sell 40,000-100,000 copies, yet a top ST product would be lucky to sell more than 15,000. It will be very difficult to convince this development company to do another ST conversion when it could make triple the dollars programming an Amiga, IBM, or Macintosh product.

For publishers, it's also very costly to produce and market games. When development, marketing, advertising and production are included, it costs anywhere between $250,000 and $500,000 to introduce a new product. After retailers and distributors take their share of the purchase price, the publisher receives in the range of $12 to $20 per copy sold to cover its cost and profits. In addition, publishers must support their products with new updates and offer telephone and network support for users.

There is no clear-cut solution to the problem of piracy. All we can ask is that if you like a program, buy it. Think of it as an investment. The more invested, the more and better titles you'll see for the ST. Help us send a message to the rest of the industry that there really is an ST market willing to buy good software. **Spectrum Holobyte** will continue to monitor the ST market and keep a close eye on what happens with *Falcon ST*. It's a shame that a few users can hurt a market as badly as the ST pirates and deprive thousands of good ST users of the product support that other machines receive.

Gilman G. Louie
CEO/Chairman
Sphere, Inc. (Spectrum Holobyte)

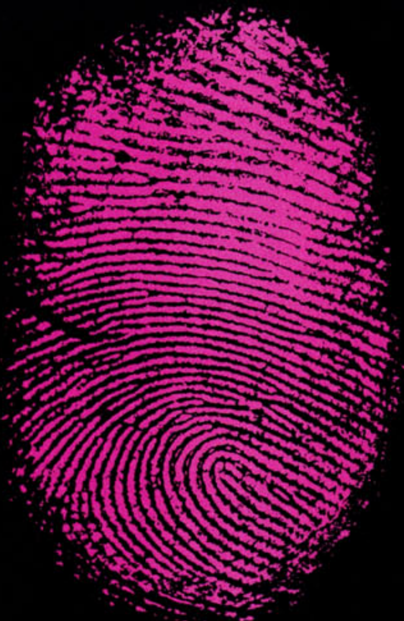
Ed: We are regularly asked why the industry does not support the Atari ST to the degree it supports other machines. We appreciate this software executive telling it like it is. This is certainly the clearest exposition of the problem we have seen to date.

Cherishable Donation

I'm donating a set of *CGW* to the local public library, so maybe that'll help spread the word about your fine magazine. Although the constraints of deadlines sometimes prevent you from always having a complete list of formats, your reviews are excellent and have steered me to numerous purchases, purchases I have thoroughly enjoyed. Your coverage of various trade shows always seems to include information that I haven't found in other sources. Maybe nothing big, but usually something about a product in development that piques my interest. It's nice stuff. Keep it up.

Gordon W. Meyer
Ames, IA

Ed.: Thanks, Gordon. We hope your library's patrons get as much value out of the CGWs as you have. Now, if only this would start a philanthropic trend among our readers . . . a CGW on every shelf, not a bad idea. **CGW**



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Seven Mysteries from the 13th Precinct

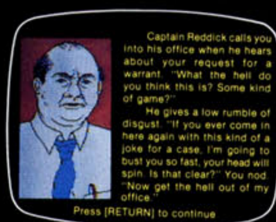
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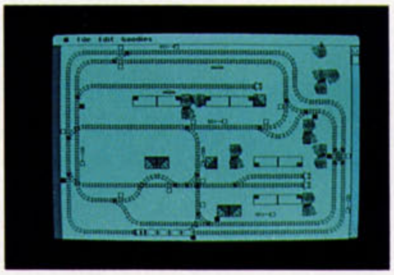
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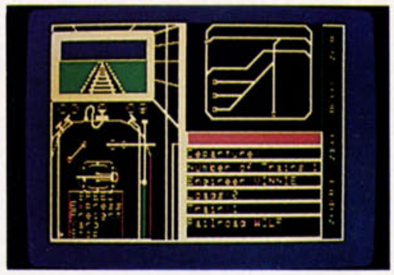
Frustrated by the lack of space in your domicile to build your dream model railroad? Well, Design Your Own Train may not give you the satisfaction that comes from recreating your favorite railroad town in miniature or airbrushing grime on your favorite GP-40 diesel locomotive, but you CAN get the satisfaction of designing your own complex layouts. In the Mac version (known as MacInooga Choo-Choo) track pieces can be layered to create double track, switches, crossovers, etc. Beyond the basic scenery available in the program, you can import your own creations from MacPaint. MacInooga sells for $49.95 (will not run on Mac II).

Less visually interesting is the Apple II version (MacInooga trains look like trains while Apple II trains are represented by a string of small squares on the track). However layouts can be at least as complex, if not more so.

A third product, Run Your Own Train (Apple II 64K, $34.95) allows you to get inside the cab of your own train and highball down the line. Use layouts designed with DYOT or create layouts within the RYOT program. Circle Reader Service #1.



Macinooga Choo-Choo



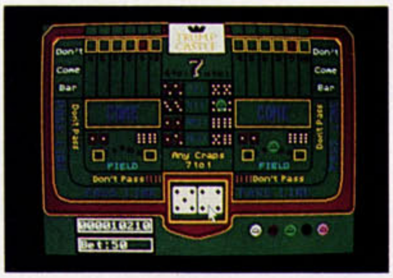
Design Your Own Train



Bionic Commando



Street Fighter



Trump Castle



Guerilla War

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BIONIC COMMANDO: This action game, part of Capcom's "Challenge Series," features a hero with a bionic arm that extends and contracts a la "Doc Octopus" of Spiderman infamy. The graphics are relatively primitive for the "Ramboesque" genre and the screens do not scroll; they are more like pages with a hesitation between them for a page turn. The documentation does not even tell you how to use your bionic arm (just push up on the joystick, while pressing the left button on your joystick's base). One or two players with joystick required. IBM (pictured) ($34.95), C-64 ($29.95) and Amiga ($39.95). Circle Reader Service #3.

STREET FIGHTER: Beautiful graphics are the highlight of this "Challenge Series" action game. One or two players challenge Martial Arts fighters from around the world to become "Master of All." Special moves like the "Fireball", "Helicopter Kick", and "Upper-Cut" are part of the player's repertoire in this joystick driven game. IBM (pictured) ($34.95) and C-64 ($29.95). Circle Reader Service #4.

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TRUMP CASTLE: The player can choose from six different gambling

(Continued on page 52)

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DESERT RATS

by M. Evan Brooks

INTRODUCTION

Desert Rats is a British import, which covers the North African Campaign of World War II in extensive detail. With an original copyright date of 1985, it is apparent that *Desert Rats* is not state-of-the-art, and many of its game mechanics bear a distinct resemblance/debt to both *Eastern Front* (Chris Crawford) and *Knights of the Desert* (**SSI**). Despite these drawbacks, the simulation is the most comprehensive simulation of the African Campaign released for the computer.

DOCUMENTATION

The documentation is average. The game mechanics are sufficiently explained and both tactical hints and historical background are supplied. Yet, there are some omissions: the documentation offers six scenarios, but the program offers eight (Operation Compass, commencing on 9 Dec 40 and Beda Fromm, commencing on 24 Jan 41 are the two additional scenarios). In addition, although victory conditions are noted, the distinction between tactical and operational/strategic victory is lacking.

Logistic rules are well-defined. "Amateurs think tactics; professionals think logistics." Perhaps the two campaigns most deserving of a detailed treatment of logistics are the Pacific Campaign and the African Campaign of World War II. Therefore, the player will find himself paying particular attention to the supply rules in order to effect optimal utilization of his forces.

There is no order of battle. With a campaign scenario lasting 624 turns, an order of battle would appear to be a necessity. Its absence coupled with unannounced withdrawals compels a conservative mode of play. This may well yield a semi-historical command mode, but this reviewer would have appreciated some additional details.

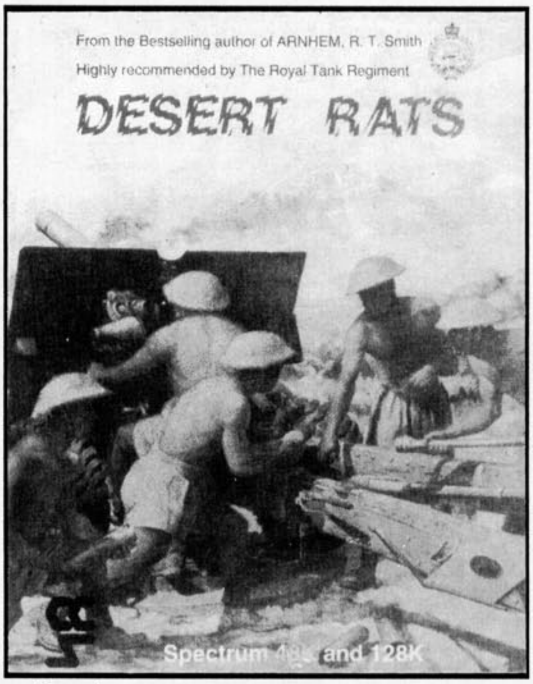
GAME PLAY

The map and character set are reminiscent of *Eastern Front*; commands for each individual unit are input by keyboard. The most noticeable aspect of command input is that the commander does not have the choice of when and where to give commands. Like some early **SSI** land simulations (cf. *Operation Market-Garden* and *Breakthrough in the Ardennes*), the program offers a fixed unit order for commands. Depending on the tactical situation, this can confuse the player by breaking up a coordinated attack into a series of isolated tactical actions.

Unit stacking is allowed, with up to a division and two brigades allowed in the same square. This permits detailed concentration in order to force a breakthrough (*Schwerpunkt*), but the difficulty of remembering where the stacks have been made and the clumsy rigid battle order system makes such concentrations of limited use, somewhat reminiscent of **SSI**'s *Knights of the Desert*.

Various commands may be given: (M)ove, (A)ssault, (H)old, (T)ravel, (P)ort transfer, (F)ortify, (D)ivide and (R)eport. These are virtually self-explanatory, but the user should remember to utilize the (R)eport option without fail. This gives information regarding strength, moves available, supply status, morale, attack modifier, efficiency and fortification status. Careful and frequent attention must be paid to supply status. This is a critical lesson to be learned from the Desert Campaign. An ineffective unit in supply can often defeat a stronger unit that lacks supply capability. Numerous types of units are available: medium/light/infantry tanks, reconnaissance units, motorized/foot infantry, support groups (infantry/artillery teams), artillery, anti-tank and headquarters.

Combat is between adjacent units, but since units move simultaneously, a well-planned assault based on a non-mobile target may fail. As the documentation suggests, careful attacks along axes of advance with definite objectives are the key to success. Short-term tactical objectives may prove to be illusory accomplishments.



If a unit is rendered combat ineffective, its icon will be replaced by a disrupted icon. Such units should be relieved as quickly as possible; their continued use in the battle area should only be made as a matter of desperation and not routine.

TITLE:	Desert Rats
SYSTEM:	IBM
VERSION REVIEWED:	IBM
# PLAYERS:	1-2
PRICE:	$39.95
DESIGNER:	R.T. Smith
PUBLISHER:	Cases Computer Simulations, Inc. (Scorpion) 19 Harbor Drive Lake Hopatcong, NJ 07849

CONCLUSIONS

Desert Rats offers a plethora of scenarios. It is the only simulation currently available which covers the Desert Campaign on a daily basis; this 624-turn extravaganza should only be attempted by the true grognard. Yet for all its comprehensiveness, there is nothing truly "innovative" about *Desert Rats*. Its interface is clumsy, its play somewhat tedious, and overall, the simulation does nothing to really intrigue the user.

Perhaps, it may be best summed up by game designer Ed Bever's analogy about campaign scenarios and dancing bears: "It's not that they don't dance superbly, it's that they dance at all!". For the more casual gamer, this game offers little. For the gamer intrigued by Rommel and Montgomery (wait a minute, was anyone ever intrigued by Montgomery?), *Desert Rats* offers the most detailed treatment available. **CGW**

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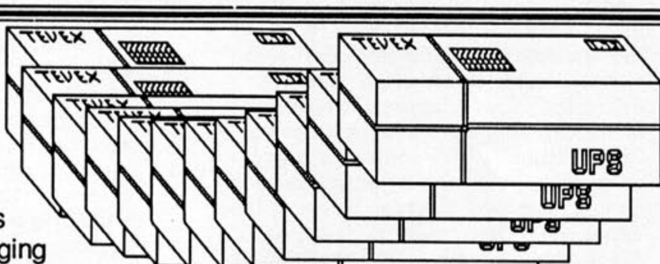
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The Rumor Bag

by The Honorable John Spire



In Washington D. C., everybody has a secret they think is a matter of national security. For example, the other day I was riding the Metro Rail from National Airport to Downtown. When we reached the Pentagon station, two officers, adorned in their dress blues, stepped into the crowded car and grabbed hold of a handrail.

One asked the other if those **Dynamix** guys had interviewed any A-10 drivers? At first, I thought they were talking about my old friends at General Dynamics. Then, he said something about *A-10* having a more visceral feel than some of the more detailed combat flight simulators. When he said the designers were living up to the "close to the ground view" they had made famous when developing *Skyfox* for **EA**, I realized he was talking about **Mediagenic**'s newest "Affiliated Publisher."

I asked the officers if they were aware of **Compuserve**'s plan to have Steve Estvanik, designer of **Avalon Hill Microcomputer Games**' *The Civil War*, create an on-line version of *Sniper!*, the old **SPI** boardgame. I received a hostile stare in reply as though I had just leaked a government secret. When they got off the train, I asked a "three-piece suit" sitting across the aisle what I had done wrong. He said they probably thought I was either inebriated or a spy.

When the "suit" pulled a copy of *Pravda* out of his leather attache case and began to read, I decided it was a good thing I hadn't told the military men that **Three-Sixty** was delaying the release of *Harpoon* even further. It seems the company scrapped major portions of code and started the project all over with **Digital Illusions** as the developer. That means it will be August of 1989 before the product is out, but it should have much better graphics and the ability to play either side of the battle (previously, one could only play the NATO side).

As I looked at the headline in *Pravda*, I thought it said something about **Microprose**'s tank game having a working title which translates as *M-1 Tank Platoon*. That couldn't be, though, since no one outside **Microprose** knows that the new product will feature realistic platoon tactics rather than the tank-to-tank scenarios in the simulations released to date.

The "suit" followed me from the train to the taxi queue and offered me a nip from his flask. Then, he told me that **SSI** will unveil *Storm Across Europe* for the C-64/128 at the Origins game convention in Los Angeles. He says it's a one-to-three player game of the European theater of World War II with area movement (77 countries and 224 areas) in the *Colonial Conquest* style. It will emphasize resource management more than the earlier game, however.

My taxi took me past more zone boundaries than actually exist in D. C. to get to my hotel. His driving did remind me of two soon to be announced projects. **Three-Sixty** is very close to unveiling their product based on the "International Race of Champions." With all the delays on *Harpoon*, however, they are being cautious about even announcing this one. The sequences I've seen emphasize the "feel" of the terrain in addition to speed and performance. Also, don't be surprised if a more established company announces an Indianapolis-style racing game using polygon rendering during their Summer C.E.S. demonstrations.

After checking into my suite, I met my inside source at that famous French restaurant down the street from the White House. During our martinis, she referenced the exotic appetizers available by facetiously suggesting the non-existent "Panda Burgers." We settled for alligator strips and she admitted that she probably should have said "Clathran Burgers" because she'd heard that the new **Masterplay** adventure was entitled, *Star Saga 2: The Clathran Menace*. She reminded me that this is a continuation of the story, not a pure sequel. The story line for all three games was established before they even started programming *Star Saga: One: Beyond The Boundary*. In the latest game, the characters are older and the Nine Worlds are forming a Space Navy. The characters are supposed to leave Outpost on a reconnaissance mission, but early events might disrupt their expectations. There are many more sub-plots in the second game, the economic realities will suffer supply constraints, and combat will offer more tactical options.

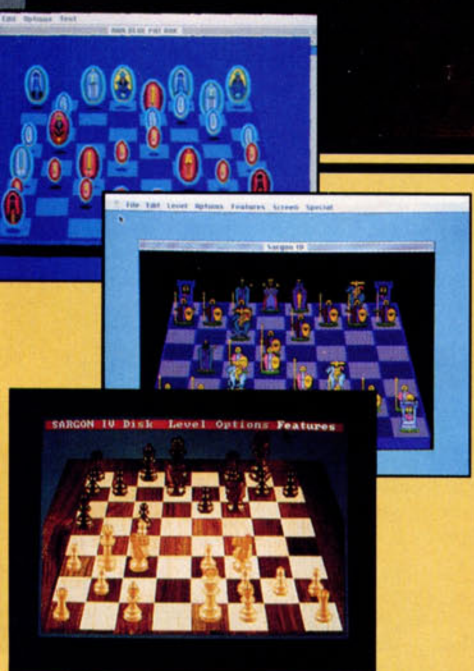
The waiter served us a very disappointing salad containing the most wilted endive in the universe. Such an observation led me to suggest that *Universe III*, **Omnitrend**'s third release in their space trilogy, should be ready by June. The surprise news was that *Breach II* should be ready by early summer, as well. It seems the designers were influenced by the criticism in CGW #53 (p. 8) which questioned the combat system used by both *Breach* and *Paladin*. So, they have changed the algorithms, added suppression fire, developed diagonal movement and fire, provided a visual line of sight (as in the *Ultima* series), and utilized path tracing (players can see a line which indicates the path they have moved on). It should have more of a lean toward realism than its predecessors.

The flambe' caused us both to think of dragons toasting a medieval village. In fact, it reminded my contact about **Interplay**'s *Dragon Wars*, a role-playing game for the 128K Apple and IBM. She told me that the screens would use larger animation than current CRPGs and assured me that the animation itself was more sophisticated than the currently popular "two-stage animation." She indicated that the company had licensed the *Champions* combat system from the popular pen and paper RPG. Over a marvelous bottle of Pinot Noir, she said the game will feature an emphasis on character motivation.

During dessert, a Scandinavian beauty, who looked remarkably like my former girlfriend, knocked my small notebook off the table. She bent over to pick it up and pulled a fast one on the old rumor monger. She pretended that she had managed to run her nylon and, as I followed her hint to examine her shapely thigh, she glanced quickly through the notebook. Now, she's liable to scoop me by printing a story about **ICOM**'s next Macadventure (set in 19th Century Europe), **Dynamix**'s *Agent* adventure (Fall, 1989 on IBM/Amiga) which is slated to feature five different types of "spy" simulations, and **Interplay**'s time travel game being developed by the design team that worked on *Wasteland*.

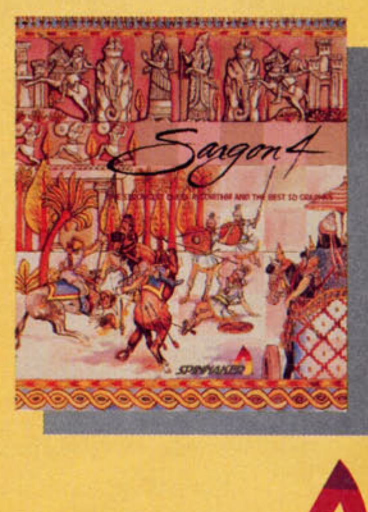
My dinner companion seemed alarmed and asked how I missed seeing her ploy. I smiled as I held up the Scandanavian's notebook, deftly lifted from her purse while she'd committed my notes to memory. On Capitol Hill, we're disciplined enough to appreciate beauty and tend to the job at the same time. **CGW**





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THE NEED FOR SPEED

by Daniel Hockman

TITLE:	Jetfighter: The Adventure
SYSTEM:	IBM,Tandy,compatibles EGA required, VGA compatible in versions 1.00 & 1.01 CGA compatibility added in version 1.1
PRICE:	$49.95
DESIGNERS:	Bob Dinnerman Moses Ma
PUBLISHER:	Velocity
DISTRIBUTOR:	Broderbund Software

Jetfighter: The Adventure (*JF*) is outstanding! What Bob Dinnerman and Moses Ma have done with the IBM EGA version of their modern air combat simulator (F-14, F-16, F/A-18) must be seen to be appreciated. Velocity's press kit hype refers more than once to the "blazing graphics speed" of *JF*. They claim that their graphic display "outperforms the competition by up to 300%" when you consider the speed of graphics refresh in connection with the level of scene complexity and the amount of screen area updated. I have no idea what a 300% improvement would actually look like, but I can say that *JF* has the smoothest, fastest, most pleasing graphics I have yet seen on a flight simulator, and that includes Dinnerman/Ma's *F/A-18 Interceptor* which they





programmed on the Amiga! It is hard to believe but these two talented designers have, in terms of animated graphics, made the IBM perform like an Amiga!

Expanding the Envelope

Although we are told that *JF* has completely new code, gamers will certainly recognize it as an IBM incarnation of the *F/A-18 Interceptor* product that Dinnerman and Ma produced under the Electronic Arts label. For our comments on *F/A-18 Interceptor* see CGW #50 pages 14-15. However, *JF* has gone beyond the earlier product.

JF has 32 missions in addition to the training missions. It will take you some time to get through them all. Missions range from the innocuous "visual ID" assignment to bombing missions that pit you against numerous ace level pilots, accurate SAMS, and flak.

The background fiction (a 1993 economic crisis in the third world precipitates conflict between the U.S. and Latin American countries) is entertaining and provides a more-or-less believable backdrop to the various missions.

The external views of your aircraft are outstanding. You can pan left/right and/or up/down all around your aircraft to get any perspective you want. Fascinating!

However . . . The Envelope Has Rough Edges

The earliest version of *JF* (1.0) had some programming problems. For example, typing in the name of your character would hang the program if the name contained the letter X or Z. But, by far, the worst problem with 1.0 was the fact that the program would crash when the game began the zoom-in to your aircraft following the tactical orders screen. This problem can be avoided by hitting the minus key during zoom-in. We are told that version 1.0 is no longer on the shelves and owners of 1.0 can return their disks for a free upgrade to version 1.01.

Version 1.01, the current version at the time of this writing (early March), has both eliminated these problems and added some new features such as an ILS (Instrument Landing System) and INS (Inertial Navigation System). The ILS assists you in following proper glide slope for a safe landing. The INS directs you toward your destination (i.e. home base or ground target). These additions make landings easier. Or, in the case of carrier landings, the ILS changes landing difficulty from "extremely difficult" to merely "difficult".

When I run *JF* on my Proteus 286GTX I have problems with missions that require you to shoot down cruise or Exocet missiles. About half the time these missiles will jump to speeds of 1100-1300 knots, making them impossible to engage. According to Velocity I am the only person that has reported this problem. Maybe my computer has it in for me?

By the time you read this, Velocity will be distributing version 1.1 of *JF* which has additional improvements. Among these will be sound drivers (Tandy for sure, Ad-Lib possibly). Owners of 1.01 can upgrade to 1.1 for a small charge.

Although Velocity is proud of their documentation, which is certainly different (the major portion of the manual is done as a script portraying the training of "Top Gun" fighter jocks), I find it more difficult to follow than other manuals. However the NOTES.BAT file on the A disk is very helpful.

Then there is the question of CGA, EGA, VGA. Although the flag on the package indicates that the program will run on CGA, that is not true for versions 1.0 and 1.01. These versions require EGA. Version 1.1 will support CGW, however.

Product Acquisition

Although this first offering from Velocity shows a few rough edges, it is a very, very good product. The blazing fast state of the art animation is unsurpassed. Should your Defense Department approve the acquisition of this weapon system? Affirmative!

CGW

Read all about it...

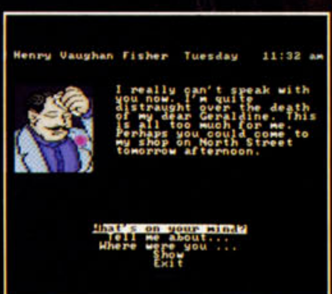


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News, Notes and Quotes From the Computer Entertainment Industry

Dynamix Joins Roster of Mediagenic Affiliates

CGW has discovered that **Dynamix** formalized an "Affiliated Publisher" agreement with **Mediagenic** on February 14, 1989. The Oregon based software firm developed *Skyfox*, *Arcticfox*, and the recently released *Project Firestart* for **Electronic Arts**, as well as *Pete Rose Pennant Fever* and *Suzuki RM250 Motocross* for **Gamestar** and *F-14 Tomcat* for **Activision**. **Dynamix** president, Jeff Tunnell, indicated that this was an extremely significant move for the company which they had been anticipating for several years. According to Tunnell, the firm has expanded swiftly and plans to complete several development projects for **Activision** in addition to releasing its own titles later in the year. He stated that the first two products to be released under the new **Dynamix** label would probably be a flight simulator tentatively called *A-10* and an action adventure with the working title *Agent*.

Dynamix follows a trend among successful developers to move into publishing endeavors. **Interplay Productions** announced an "Affiliated Publisher" agreement with **Mediagenic** in early 1988 and **Lucasfilm Games**, originally a major developer with a high degree of name recognition which created products for several publishers, now publishes under its own label distributed, in turn, by **Mediagenic**. Bruce Davis, CEO of **Mediagenic**, commented on the larger company's philosophy concerning developers evolving into publishers. "I take it as a good sign that developers want to grow and work with us. There are some developers who have done a good job over the years and want to take a crack at publishing. By supporting them, we support the industry as a whole. A young industry like ours needs experimentation. If we had a lock on creativity and all the prophecies necessary for success, we wouldn't need entrepreneurs [like **Interplay**, **Lucasfilm**, and **Dynamix**]. We're humble enough to grow with the industry."

Davis observed that some independent companies occasionally surface within the industry, make a number of mistakes, and eventually, fail. He noted that this does not help those that fail or the industry's own reputation. The philosophy at **Mediagenic** is to help those developers with a proven track record to establish a solid base as a publisher and avoid typical mistakes. "Our experience can help them," the executive promised.

MEDIAGENIC

Mindscape Inks Licensing Pact with Mirrorsoft

Mirrorsoft, the British software publisher who developed *Harrier Combat Simulator* (originally entitled *High Roller*), has signed an



agreement giving **Mindscape** the right to publish several titles from their *Image Works* line in the United States and Canada. The first product slated for release under the new agreement is *Speedball*, an arena sports game similar to the competition in the film *Rollerball*. At press time, **Mindscape** expected the product to be on store shelves concurrent with this issue.

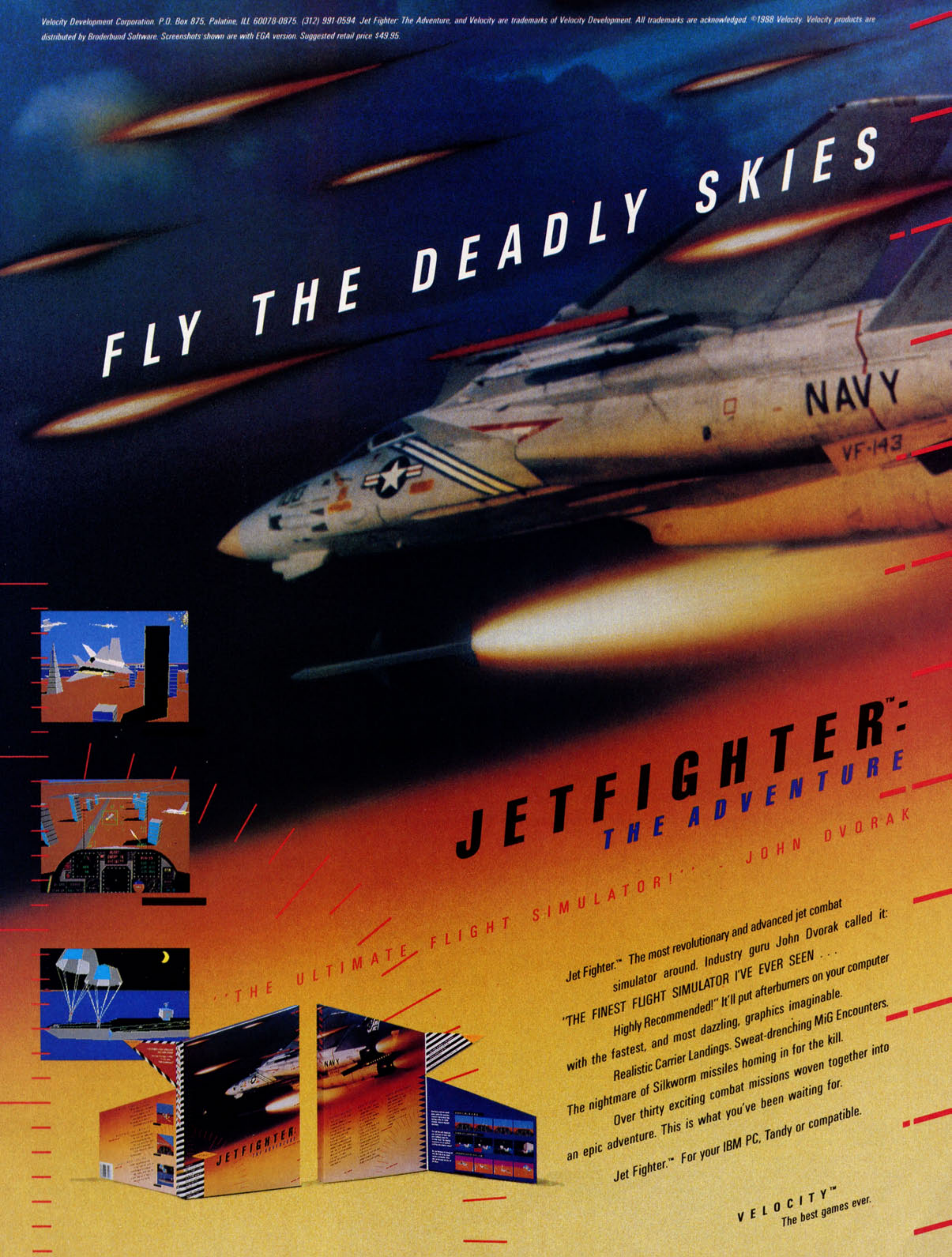
According to Roger Buoy, president and CEO of **Mindscape**, "These games are exactly what the American consumer is looking for and we're excited to be bringing them to the U.S. market." The strategy for marketing these games in North America will build on the action trend in the entertainment software industry and emphasize graphics, digitized sound, and fast play mechanics.

Lucasfilm Receives Jean Renoir Humanitarian Award

On March 13, 1989, **Lucasfilm Ltd.** became the second organization in history to be honored with the Jean Renoir Humanitarian Award. The Los Angeles Film Teachers Association presents the award annually, usually honoring individual film directors such as Frank Capra, King Vidor, and Richard Attenborough. Prior to the **Lucasfilm** selection, only the National Film Board of Canada had received the award as an organization. The award honors, ". . . not only film excellence, but the expression of life-affirming values which has always been the highest contribution of the motion picture arts," according to LAFTA President, Alice La Deane.

CGW's editorial staff attended the awards banquet to see the **Lucasfilm Games** division honored for its work in developing multimedia teaching tools in collaboration with **Apple Computer**, the **National Audubon Society**, and the **Smithsonian Institute**. In addition, note was made of the company's contributions to entertainment software.

LAFTA



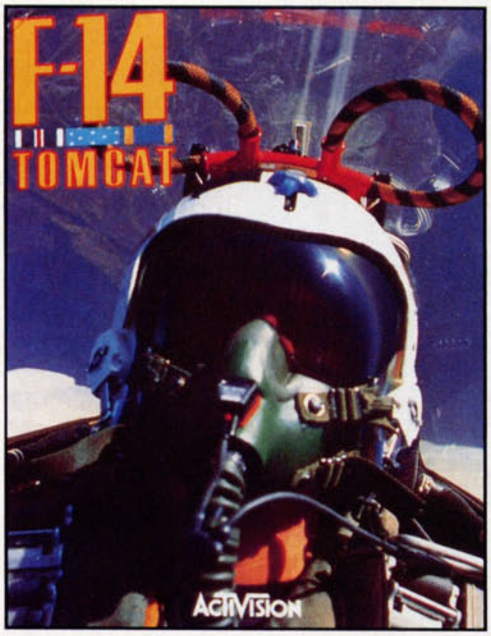
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"Tomcat" On The Prowl

A Briefing for Activision's "F-14 Tomcat"

by Brad Bombardiere

Attention: all fantasy Jet Jockeys. Here is the opportunity you never had. **Activision**'s *F-14 Tomcat* gives you a shot at being one of America's most elite fighter pilots. From flight school to becoming "Top Gun," you control your destiny. So, here are some tips to help steer your career in the right direction.





TITLE:	F-14 Tomcat
SYSTEM:	C-64/128
PRICE:	$39.95
DESIGNER:	Dynamix
PUBLISHER:	Activision Menlo Park, CA

Miramar, Miramar, Off The Wall

Your training begins at basic flight school. You fly a T-2 Buckeye through a series of flight maneuvers. Do not, by any means, underestimate these lessons. If you do not make the upper 15% of your class, you will never get a chance to thrill to an F-14's afterburners. If you fail, you may end up as a traffic reporter in a helicopter, or worse, a professional wrestler.

In order to succeed, each aerial maneuver must be flown with precision and speed. Correct execution will result with you flying directly behind the instructor's aircraft, tight and close. Know exactly what the maneuver is and how it is accomplished so that it can become almost a reflex.

Note that you will be given the opportunity to use the auto landing key throughout your training. If you use it, though, you will be dubbed a "wing weenie" this will hurt your reputation. Instead, try to land using air speeds between 150 to 250 knots. After touch down, you will immediately be asked if you want to go up again. Remember, *every* flight counts. It is not the best or the last score you achieve that matters, it is an accumulation of *all* your flights. This basic fighter training gives you the tools to fly your craft. Learn, live, and love these maneuvers. Some day, they will save your keester.

Advanced fighter combat school is the next step. Your instructors neither ask, nor do they give, any quarter. They are merciless, much like the enemy. Your first opponent will be Capt. Vice. If you defeat him, you will earn the nickname "Annihilator" or "Mustang." If you lose, you'll be called "Pooch," or even worse "Smurf" (I hate Smurfs). After the fight, you will earn your golden wings and a name that will stick for the rest of your career.

Making Your Bones

After you earn your wings, your next opponent is Captain Bones. Win two out of three dogfights with him and you will be assigned to the *Nimitz*. There are a few moves that will allow you to beat "Bones." On the opening screen, move your tail fast! The fight is on and if you wait to read the on-screen description, it will be too late. Instead, go to the afterburners and use an Immelmann (or a Split S) to change directions. Next, do a high speed break (banking on edge). This should break his "lock" on you. Then, lull him behind you. When your radar warning sounds, pull back hard and do an Immelmann. Slow your air speed to prevent blacking out. Now that you are nose to nose and above him, lock on and fire. If, after you fire, your own radar warning device goes off, attempt more evasive actions. This strategy, when executed correctly, almost always works. You may even win three out of three against him, furthering your career as a deadly pilot.

Assuming you are assigned to the carrier Nimitz, you will serve under Admiral Hawk's command. Performing well for him will bring praise and kudos. Failure will cause you to discover that you left a piece of your butt in the pilots' debriefing room. Your primary job on this tour of duty is to guard the *Nimitz*. Involving yourself with an enemy, while another squadron flies in and attacks the Nimitz, will cost lives as well as your reputation. A word to the wise should be sufficient.

Two types of missions are regularly assigned in this section of the game: Fire At Will (who is this "Will" guy, anyway?); and Do Not Fire. Fire At Will is the easiest of the two. You have a plan set up and you execute it. The second, Do Not Fire (until fired upon) is a little more complicated. There are two ways to hand-

(Continued on page 41)



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Rocket Ranger—Cinemaware



Save the world from goose-stepping space aliens! Arcade-quality graphics and animation, original music and digitized sounds. Brings back the thrills of classic Saturday morning serials.

Commodore 64/128	JM-1236	$29.95
Apple IIGS	JM-1058	$42.95
MS-DOS	JM-1235	$42.95

Thunder Chopper—Action Soft



Pilot the chopper of the future in this state-of-the-art high-action simulation. Advanced instrumentation and an armament to match. Training and exploration, rescue operations and combat missions will fine tune your skills.

Commodore 64/128	JM-1057	$24.95
Apple II	JM-1056	$24.95

Wings of Fury—Broderbund



You're both hunter and hunted in your carrier-based F6F Hellcat. You're in the middle of dogfights, search-and-destroy missions and air-to-sea combat. Fast-scrolling animation, joystick-gripping excitement.

Apple II	JM-1059	$29.95

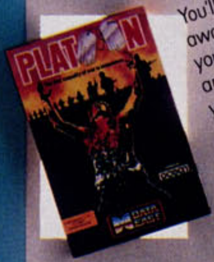
The Last Ninja—Activision



Fight to avenge the Brotherhood. Become a master of Ninja magic, Ninja weapons, Ninja wisdom. Set against a backdrop of 6 landscapes that will take your breath away—if you live to see them.

Commodore 64/128	JM-LABQ	$29.95
Apple IIGS	JM-1717	$39.95
Apple II	JM-LADQ	$29.95
MS-DOS	JM-LAFQ	$34.95

Platoon—Data East



You'll get all the impact of the award-winning film. You'll lead your men against guerillas and armed patrols. But can you win? In a war-torn Southeast Asia, against all odds, just surviving is enough.

Commodore 64/128	JM-1696	$24.95
Apple II	JM-1697	$29.95
MS-DOS	JM-1698	$34.95

Arkanoid—Taito



Legendary arcade hit. You'll need perfect concentration and reflexes to break through 33 walls of living energy and confront the destroyer of the universe.

Commodore 64/128	JM-1052	$24.95
Apple IIGS	JM-1051	$29.95
Apple II	JM-1050	$24.95
MS-DOS	JM-1049	$29.95

Rampage—Activision



Go ahead. Lose your temper. Go on a RAMPAGE. The arcade smash—and we do mean smash—comes home. With three mischievous monsters to control and dozens of cities to turn to total trash, you are in power.

Commodore 64/128	JM-1716	$29.95
Apple II	JM-1217	$29.95
MS-DOS	JM-LBEJ	$34.95

Barbarian—Melbourne House/Psygnosis



Your quest: Destroy the lair of the gruesome, death-dealing monster Necron. Your prize: The kingdom's crown. Frenzied attacks, hidden traps, barbaric action and adventure galore in a fearful underground realm.

Commodore 64/128	JM-1055	$24.95
MS-DOS	JM-1054	$34.95

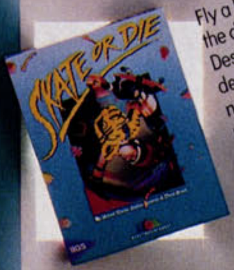
Operation Wolf—Taito



Worldwide #1 arcade hit. Mind-blowing graphics and sounds. With machine gun and grenades, you free desperate hostages. 6 hair-raising missions.

Commodore 64/128	JM-1053	$29.95

Skate or Die—Electronic Arts



Fly a backside aerial. Shoot the drainpipe. "Skate and Destroy" through the baddest back-alley in the neighborhood. Even ramp off a cop car. The stunts are radical and the action fast in this hip skateboarding hit.

Commodore 64/128	JM-1060	$24.95
Apple IIGS	JM-1061	$34.95
MS-DOS	JM-1062	$29.95

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SEE PAGE A-5.

Might and Magic II—New World Computing



Magical sequel to a mighty role-playing fantasy hit! Over 250 animated monsters, advanced combat system, hundreds of weapons and items, 96 spells, 2 new character classes. Full-color map.

Commodore 64/128	JM-1243	$34.95
Apple II	JM-1876	$42.95
MS-DOS	JM-1242	$42.95

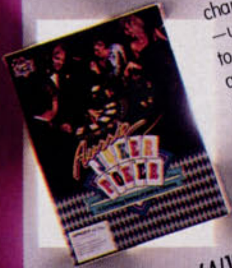
Wizardry IV: Return of Werdna —Sir Tech



Stunning role reversal marks this chapter in the acclaimed Wizardry fantasy role-playing series. You are Werdna, the fiendish wizard who returns for revenge from the 1st scenario. "Mindboggling!"—A+.

Apple II	JM-1068	$49.95
MS-DOS	JM-1067	$49.95

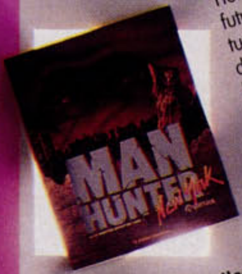
Joker Poker—Joker Software



Gambling game of skill and chance for family and friends—up to 90 players. Easy-to-use menus, automatic account management, on-screen rules and instructions. Poker has never been so much fun!

Commodore 64/128	JM-1074	$24.95
Apple II	JM-1073	$34.95
MS-DOS	JM-1072	$34.95

Manhunter, New York—Sierra



Horror and suspense in a futuristic animated adventure. Hired by an alien dictatorship to spy on humanity, you choose between good and evil. Unique command system, eerie visual effects.

Apple IIGS	JM-1089	$42.95
MS-DOS	JM-1066	$42.95

Tetris—Spectrum Holobyte



First-ever computer entertainment from the Soviet Union! A beautiful and compelling game that will develop your skill with 10 difficulty levels, and a replay last game option.

Commodore 64/128	JM-1071	$19.95
Apple IIGS & Apple II	JM-1070	$34.95
MS-DOS	JM-1069	$29.95

Neuromancer—Interplay



Role-playing adventure from hit "Cyberpunk" novel by William Gibson. Soundtrack by DEVO! Hack through a shadowy underworld of techno-criminals, into Cyberspace.

Commodore 64/128	JM-1788	$34.95
Apple IIGS	JM-1065	$42.95
Apple II	JM-1812	$39.95
MS-DOS	JM-1064	$42.95

Zak McKracken—Lucasfilm



Can a seedy tabloid reporter foil an alien plot to turn our brains to mush? Zak McKracken can—with your help. Great 3D graphics, wild sounds and music, mysteries and laughs galore from Lucasfilm Games.

Commodore 64/128	JM-1778	$29.95
MS-DOS	JM-1570	$39.95

Maniac Mansion—Lucasfilm



"Most Innovative Game of the Year." When a friend's sweetheart gets kidnapped by a mad scientist, round up your rescue team and head for the creepy confines of the Maniac Mansion. Madcap mystery and adventure!

Commodore 64/128	JM-LABP	$29.95
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MS-DOS	JM-1579	$39.95

Faery Tale Adventure—MicroIllusions



Quest with three brothers in a land of dragons and wizards. Over 17,000 surface screens of caverns, mazes and forests. 2000 underground screens. Great graphics, music.

Commodore 64/128	JM-LBAG	$42.95
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Battletech—Infocom



Exciting battle action in an animated role-playing adventure. Detailed story and setting with over 4 million locations. Plan and execute intergalactic war tactics. Full-color poster included.

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MS-DOS	JM-1076	$24.95

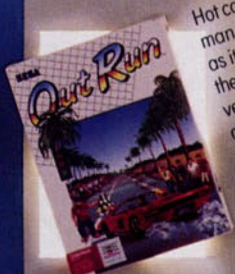
Test Drive—Accolade



Life in the fast lane! Get behind the wheel of the world's hottest cars—Ferrari Testarossa, Lotus Turbo Esprit, Lamborghini, Porsche, and Corvette. "An exercise in clenched teeth and sweaty palms." —N.Y. Times.

Commodore 64/128	JM-1081	$24.95
Apple II	JM-1080	$29.95
MS-DOS	JM-LQHB	$34.95

Out Run—Sega



Hot car, hot music, hot date. And man, the scenery looks great as it whizzes by. You're King of the Road in this computer version of the blockbuster arcade hit. Put it to the floor!

Commodore 64/128	JM-1251	$29.95
MS-DOS	JM-1079	$34.95

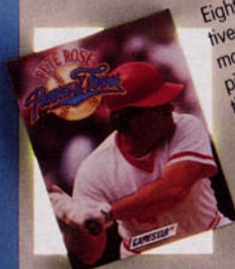
The Games: Summer Edition—Epyx



Official U.S. Olympic Committee computer version of the summer games. 8 events, including hurdles, pole vault, sprint cycling, archery. 1st-person views, dramatic camera angles, exciting sounds. 1 or multiple players.

Commodore 64/128	JM-1218	$34.95
Apple II	JM-1219	$42.95
MS-DOS	JM-1220	$42.95

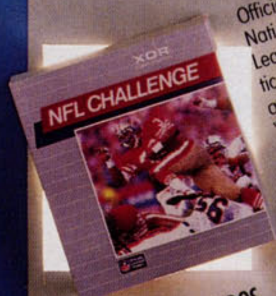
Pete Rose Pennant Fever—Gamestar



Eight TV-camera perspectives put you on the field, making the plays. Complete pitching control, behind-the-plate view for hitting, league play and great strategic depth. Catch the fever!

Commodore 64/128	JM-1075	$29.95
MS-DOS	JM-1569	$39.95

NFL Challenge—XOR



Officially licensed National Football League ultimate authentic pro football action and strategic depth. "The finest computer sports game I've ever seen." —Computer Gaming World.

MS-DOS	JM-LQBX	$79.95

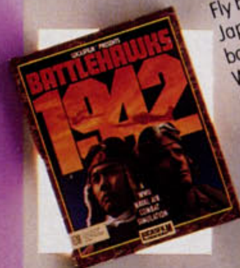
Falcon—Spectrum Holobyte



This one's a triple award-winner: Best Simulation, Best Technical Achievement, and Best Action/Strategy Game. Unsurpassed realism in combat flight simulation. Dogfight and strike mission modes.

MS-DOS	JM-1082	$42.95

Battlehawks 1942—Lucasfilm



Fly both American and Japanese fighters and bombers in this authentic WWII naval air combat simulation. Thrilling graphic realism, heart-pounding action, replays of combat sequences.

MS-DOS	JM-1571	$42.95

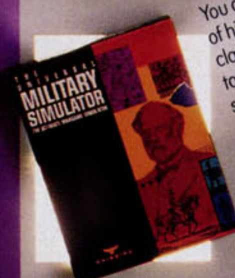
Jet—Sub Logic



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Commodore 64/128	JM-1084	$34.95
Apple II	JM-1083	$34.95
MS-DOS	JM-1620	$44.95

Universal Military Simulator—Rainbird



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Apple IIGS	JM-1861	$42.95
MS-DOS	JM-1572	$42.95

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Apple II JM-LBCM $14.95
Apple IIGS JM-1092 $14.95
Commodore 64/128 JM-LBAM $14.95

Commando
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MS-DOS JM-1607 $14.95
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Apple IIGS JM-1589 $14.95
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Apple II JM-LADB $14.95
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MS-DOS JM-1366 $14.95
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MS-DOS JM-1095 $9.95
Commodore 64/128 JM-1096 $9.95

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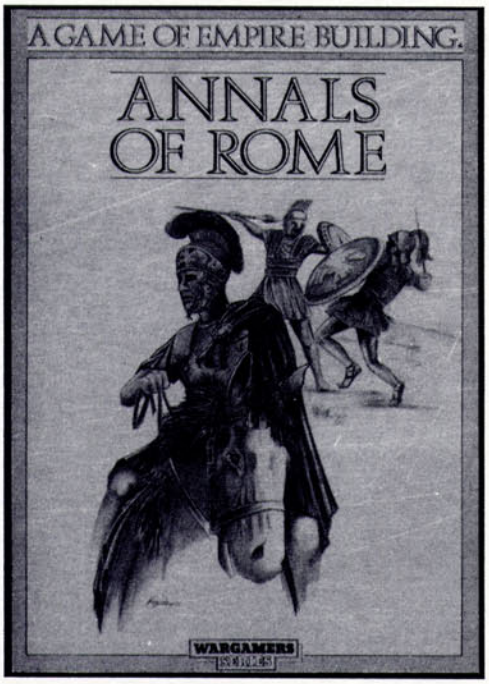
☐ Quartz Wristwatch JM-85078

ANNALS OF ROME

Datasoft Markets An "Ambitious" Game

M. Evan Brooks

Even before 1831, when Edgar Allan Poe compared his idyllic "Helen" to " . . . the grandeur that was Rome," that era of empire and opulence had fascinated western civilization for centuries. *Annals of Rome* allows one to command the Roman Republic/Empire and attempt to recreate the Pax Romana lasting for a millennium. Can you defeat the barbaric tribes and maintain the civilizing influence of Rome, or will your leadership result in an acceleration of the Dark Ages?



Annals of Rome is a strategic simulation with numerous innovative game mechanics to yield a fascinating portrait of the course of empire. Play mechanics are easy to learn and Annals of Rome can easily become an addictive experience. The documentation is adequate and explains the ramifications of the simulation.

TITLE:	Annals of Rome
SYSTEMS:	Amiga, Atari ST, C-64/128, IBM
VERSIONS REVIEWED:	C-64/128 and IBM
# PLAYERS:	1
PRICE:	C-64/128, $24.95 Others, $34.95
PUBLISHER:	PSS c/o Datasoft Chatsworth, CA

A Lean and Hungry Look (Introduction)

Using the leadership provided by the Roman Senate, the player must allocate the best leaders to the legions and conquer the provinces. While the mechanics of this are easily understood, as leaders age and grow more ambitious, there is an omnipresent danger of a military leader wishing to assume the Purple Mantle. The resulting Civil War can be a bloodbath, with the careful troop dispositions of the player rendered asunder and the borders left undefended against the barbarian levies. The documentation does describe the Civil War, but only hard experience will yield a proper comprehension of the steps in order to minimize the danger to the Empire (cf. "Beware The Ides of March" below).

As provinces are conquered by Rome, they eventually become "Romanized" and yield additional reinforcements (depending on the area, such reinforcements may consist of legions, auxiliaries [native troops], limitanei [defensive forces only] or none of the above). Table I of the documentation explains the recruitment and revenue potentials of the various provinces.

Crossing The Rubicon (Game Mechanics)

Annals of Rome utilizes an area movement system. The graphics are composed of a map of Europe/Asia divided into areas (provinces), plus the data required to rule both wisely and continuously. Such graphics are adequate, but not overly awe-inspiring.

In addition, during the Personnel Assignment Phase (when one assigns his commanders to the various Roman armies), a columnar table displays both provinces and leaders. On the IBM-version, the charts are plain, but easy to use. On the C-64 version, however, the lack of an 80-column display makes use of the assignment table difficult to read and utilize. Perhaps a page-flipping mechanism would have made the C-64 version more facile.

One of the most innovative aspects of Annals of Rome is the length of a turn -- it varies from 1-25 years. Depending on the action (e.g. threat of civil war, invasion from abroad, etc.), the length of the turn is randomized, and the player has little choice. Generally, one hopes for long turns; these allow maximum recruitment from the provinces and a peaceful Romanizing influence on provinces held by the armies of Rome. Short turns are generally omens of massive invasions or civil war.

Beginning in 273 BC as the Roman Republic, the player must expand. The documentation offers a somewhat ahistorical "quick fix"; a quick raid to Sicily followed by an assault on Africa may grab the entire Carthaginian treasury for Rome. Since provinces move "randomly," though, one must hope for the luck of the draw. Be sure to send at least 35 legions on this foray and, hopefully, move them out before Carthage can react (at least, reassign the leader to a more secure area), because when Carthage does react, all the troops present in Africa will die. They will have served their purpose, however, because the looting of the Carthaginian treasury will have given Rome sufficient funds to finance the next 500 years of expansion. If the player is very lucky, the Carthaginians will have looted the Egyptian treasury, thereby allowing Rome a two-for-one looting opportunity.

While each game begins in 273 BC, the initial setup differs. If Rome does not begin with at least 60 legions, the player would be best served to reboot and start over. No matter what, leave enough legions in Rome to deter the detested Macedonians. Alexander the Great's relatives are a dangerous enemy and usually attempt a rapid invasion of the Italian peninsula. The Gauls, to the north, are a numerous host, but not as formidable a military machine as Rome. However, delay overexpansion until the treasury shows a healthy balance.

Beware The Ides of March (Notes on Strategy)

Economic Aspects: Although one can adjust the tax structure from 1.0 to 2.0, this is an option best avoided. The Carthaginian treasury provides sufficient funds for Rome's use, and any tax rate higher than 1.0 leads to inflation and unrest. The only valid use for a high tax rate is to foment a Civil War and, generally, the military leaders are sufficiently ambitious that the tax increase is, oxymoronic as it sounds, a mere surplus. The game is often delayed while the various computations are made. This is most noticeable on the C-64. The IBM's faster processor somewhat alleviates this problem.

Civil War: This can be a very confusing aspect of the simulation. As the Republic expands, its leaders grow ambitious ("yon Cassius has a lean and hungry look"). Time and the rise of dictators eventually leads to the formation of an Empire and the Republic is gone forever; but the Empire does not forestall Civil War. Any leader assigned troops in a province is a candidate for rebellion; bribing the troops may deter a revolt, but this is self-defeating in the long run. Any Civil War involves a reduction in Rome's fighting strength. Therefore, this reviewer's recommendation is to allow the revolts to succeed. Try to move friendly legions out of the way of the invading legions; the rebels will gain all troops in a province without a leader as soon as they enter such province. Thus, one can refuse to assign leaders to the outlying provinces. This will eliminate the chance of the legions "crossing the Rubicon," but it will also prevent the expansion of Rome. Another approach is to simply move one's loyal legions through the back door. If the rebels are coming through the Alps, move to Greece or Sicily and allow the rebels to "succeed." Often, one can use this trick to actually better his legion deployment (only legions are affected by revolt; auxiliaries and limitanei stay in place).

SPQR: By allowing the rebels to succeed, one watches as one government succeeds another. Popularity is fleeting, and it is rare to see a peaceful succession to the Purple Mantle. This causes one to wonder who or what he is trying to be—the answer is SPQR (*Senatus Populusque Romae*), "The Senate and People of Rome." Leaders come and go, but the concept of Rome is eternal. The player must recognize this and use it to maximum advantage.

Victory Conditions: Victory points are based on control of various regions. Nevertheless, allowing Rome to be sacked is a disaster resulting in a 5,000 point loss. Similarly, each new dictator/emperor by means of Civil War yields a 25 point loss, but such a loss must be measured against the possible reduction of Rome's strength in a hard-fought Civil War. This reviewer feels it better to lose a few points up front and maintain the legions of Rome as strongly as possible.

Unfortunately, there is no victory in this game. Its most significant defect is that it literally can go on forever. This reviewer has played through the year AD 2030 (with Rome reduced to the Italian peninsula arrayed against a world of Turks, Arabs and Lombards). Historically, Rome fell in AD 476, but the Eastern Empire continued until the sack of Constantinople in AD 1453. The game allows the transfer of the capital to an alternate site, but this reviewer felt such a transfer was an admission of defeat. Careful play can often allow Rome to survive into the 17th Century AD, although the peak of the Roman Empire is generally achieved between AD 100-700.

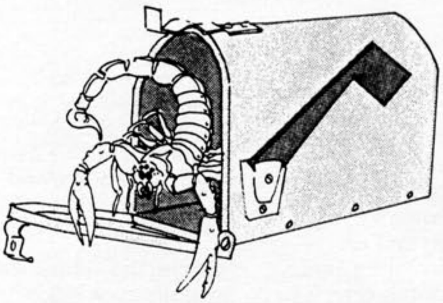
Judicious expansion is the key to maximizing victory points. Do *not* seize Germania or Dacia without going for the whole map (worth an additional 1000 points). Seizure of these provinces will result in several hundred thousand angry Germans and Dacians sweeping down on the Empire. Be prepared and give them an invasion route. Remember, if you retake their homeland, they will detour from their advance on Rome in order to secure their homelands. In later years, the Arabs and Turks become virtually invincible.

Saving the Game: Any save destroys the prior save. This is unsatisfactory, since often one wishes to see the results from several offshoots.

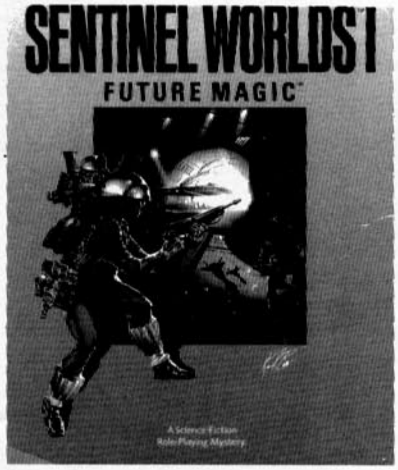


Lend Me Your Ears (Conclusions)

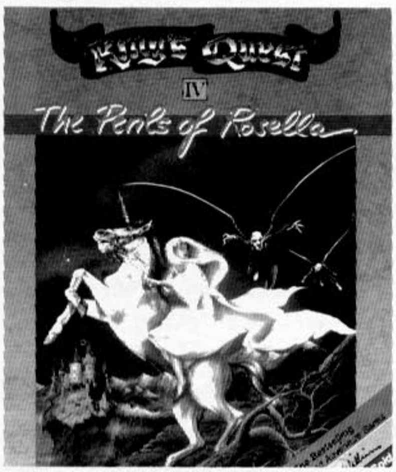
Annals of Rome is a fascinating simulation. Initial appearances may not be overly impressive, but added playing time yields sufficient reward. The most disappointing aspect of the simulation is that it appears unfinished. Additional game development using different scenarios (start-points), defined victory conditions, and a better save mechanism would have yielded a much more polished effort. Still, with all its defects, *Annals of Rome* is a pleasant surprise. **CGW**



Scorpion's Mail







Every other issue, Scorpia leaves the common room at that famous tavern of the mind, "Scorpion's Tale," and answers the mail delivered to the back room.

Warning: There are specific hints about popular adventure games located in this vicinity.

It's time once again to look into the old mailbag sitting here in the back room of the Tale. "Old" is certainly the word for it; mail service, sorry to say, continues to be erratic, not to mention slow. So, my apologies for late responses; there isn't anything I can really do about it (except complain, alas). I'd also like to remind folks that I only answer specific questions on games; I don't provide hint sheets or maps. Now, let's see what we have in the bag today.

Manhunter

A fair number of letters have come in about this game; it seems to be catching on. Aside from complaints about punks in alleyways, a major problem appears to be finding the fourth module. This can't be done until you've worked out "the" name and entered it into MAD. That will lead you to the computer, which is more than just a pretty face (grin).

King's Quest IV

Lots of trouble here with getting safely out of the ogre's hut. I wish I had some special method to tell you about that, but it seems to be a random thing and all you can do is keep trying (frustrating as that may be) until you get out. I have heard that those with the faster PC's don't have as much trouble as others, so it may be related to clock timing in some way. In any case, don't give up hope, you'll do it eventually. On another matter, your shovel can be used only five times. Make sure you're digging in the right places. Once the shovel breaks, you won't find another one, so read before you dig.

Wasteland

People have been asking about the password to enter Savage Village. I never found it myself and took the direct way of getting in, namely blowing up the wall with explosives. A great time-saver, although you can't do this everywhere. The door of the club in Needles, for instance, is quite secure, and you do need a password to get in, although I didn't find anything of interest when I had managed that. For those of you being washed away in the sewers, there is an easier way to get across. You can use a rope, if you stand in the right spot. Just keep trying at different locations along the river of sewage and it will work sooner or later.

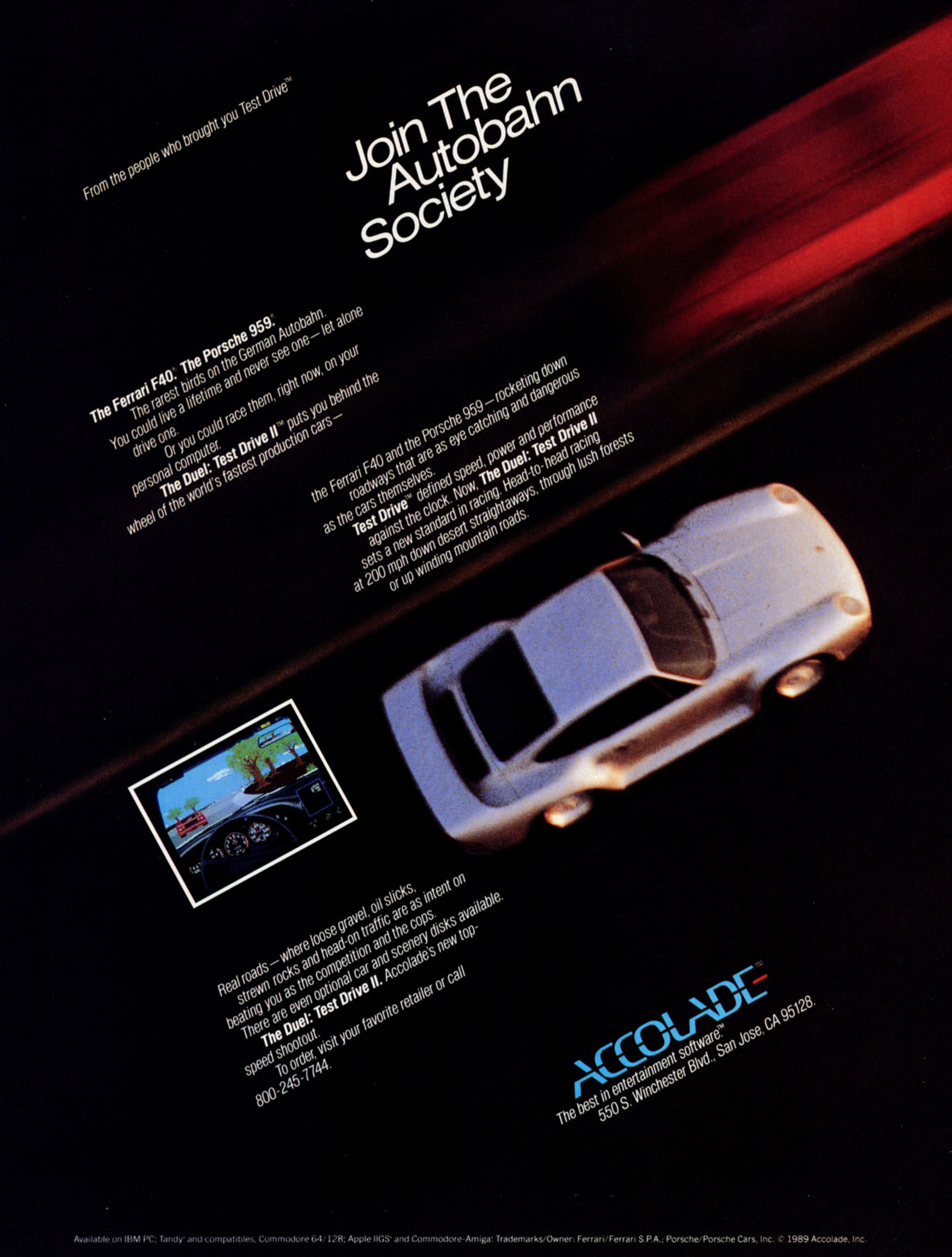
Leisure Suit Larry II

The KGB agents on the beach and at the airport have been giving some folks a lot of trouble. The main difficulty with the spies on the sand seems to be having a "full" bikini top. This problem is easily solved by using something from the guest room in the jungle. In order to keep things clean, I won't say more on that subject. For the KGBishna at the airport, you need an item from the jungle (I can hear groans from people who have already been through it more times than they'd like to count). While you can't direct Larry's movements as he wanders around the jungle, you can still give other commands (if you're quick enough). Look carefully at the screen, and you should see what you need.

Ultima IV

I've heard from people who have found Blissful, and followed her advice, but the expected results didn't happen. No one I know of has ever gotten any information after doing the specified meditations. The best thing is to forget about Blissful and

(Continued on page 51)


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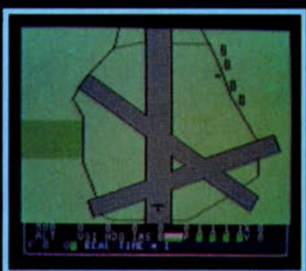
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Slay Ride To Justice

"Techno Cop" from U. S. Gold

by David M. Wilson

There hasn't been this much creep bashing since the last "Dirty Harry" movie. In fact, *Techno Cop* seems like a cross between Dirty Harry, Mad Max and the Terminator. It is a crash, trash, bash, and bag 'em kind of game set in the future. The player "becomes" a member of the technocop division of the police force and is "issued" the latest crime-busting equipment, including: an .88 magnum pistol (Harry Callahan, eat your heart out!), a wrist radar to locate criminals (a la Dick Tracy), and a V-MAX twin turbo "Interceptor" (Knight Rider in the 21st Century?)

Chase Scene

Game play begins in the V-MAX patrol car. Players must rush to scenes of various crimes before the thugs can escape. Just in case there happens to be a traffic jam, one can always use the handy roof-mounted machine gun to remove the potential obstructions. Players shouldn't feel guilty about blasting other cars or ramming them, because the manual is straightforward in instructing players to keep in mind that "everyone else on the road is your enemy." In actuality, the game could have been more interesting if there had been a few "innocent" cars to avoid or this obligatory "chase" segment had been shorter.

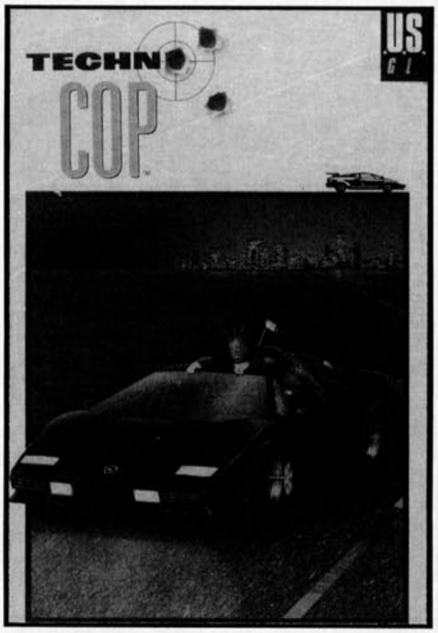
Until the player successfully completes a few assignments, the car's only weapon is a machine gun. Fortunately, it will not be long before the competent player is awarded a promotion and vehicle upgrade: a turbo-charger for additional speed; hydraulic wheel rams to bash enemies off the road; a rocket-firing cannon to blast away armored enemies; and nuclear bombs (absolutely guaranteed to clear the road, not to mention one's sinuses). Unfortunately, use of nuclear bombs causes the screen to flash such that drivers often lose control of their own vehicle. The manual does not explain how technocops manage to survive their close proximity to nuclear blasts, but, of course, it *is* only a game.

On the upper levels of the game, a punk will climb out of a truck and attempt to leap onto the roof of the V-MAX. Players have several options in dealing with the problem: ram into the rear of the truck and watch the punk fall off; destroy the truck with machine gun fire and literally blow the vehicle away before he can make his leap; or if he does reach the patrol vehicle, dislodge him with a little erratic driving. One *cannot* shoot them off like the cover art seems to suggest.

The Scene of the Crime

Once the player arrives at the scene of a crime, he is assigned a villain to capture and given instructions concerning whether the crook is wanted dead or alive. He follows the radar to the thug's location. The radar clearly shows the location of the crook, but not the obstacles which must be overcome in order to get to him. For example, it may show that the criminal is on a lower level of a building than the technocop, but it does not show elevators, ladders, or ropes. This is, by far, the most clever and challenging portion of the game because the most direct route is almost never the correct route.

Further, technocops have to be careful where they walk. Huge gaping holes in floors can drop them to lower levels and end their life if the drop is more than one floor. Also, gigantic attack rats will attack the player's cop. While it is possible to jump on these rats and crush them, jumping over them can sometimes be more expedient. Players must also watch out for lethal booby traps.



The thugs are armed with knives, martial arts weaponry, and crow bars, while players are armed with guns and nets. It is usually best to save the nets for when a Head Thug must be captured alive. There are innocent bystanders in this segment of the game, however, so it is unwise to shoot or capture *everyone*. In fact, harming an innocent bystander penalizes the player by 5,000 points. This is a welcome feature.

Players are on a limited time schedule at each given crime site. If they fail to locate and capture the assigned thug during the allotted time, they receive orders to return to their vehicle for further patrol.

TITLE:	Techno Cop
SYSTEMS:	Amiga, Apple II, Atari ST, C-64/128, and IBM
VERSION REVIEWED:	C-64/128
# PLAYERS:	1
PRICE:	$49.95 (Amiga, Atari ST) $39.95 (Apple II, C-64/128, IBM)
DESIGNERS:	U.S. Gold
PUBLISHER:	Epyx Redwood City, CA

Techno Cop contains eleven progressively more difficult levels and, despite occasional boredom in the driving segment, the game is extremely absorbing. It lasts longer than the typical arcade game and features an easy-to-use save routine with no disk swap required.

The game offers some emotional release for those who feel little confidence in the current justice system. With no Miranda warnings, no police shooting review boards, and no lenient judges or parole boards, *Techno Cop* puts the player into the role of judge, jury, and executioner. Thankfully, due process keeps these scenarios firmly entrenched in make believe. In the fictional setting, however, the gratuitous violence of *Techno Cop* blows away most of the competition. **CGW**



Keeper of the Flame

Scorpia Waxes Eloquently About "The Magic Candle"

by Scorpia

TITLE:	The Magic Candle
SYSTEMS:	Apple II, IBM (C-64/128 coming soon)
VERSION REVIEWED:	Apple II
# PLAYERS:	1
PRICE:	Apple, IBM ($49.95) C-64/128 ($39.95)
DESIGNER:	Ali N. Atabek
PUBLISHER:	Mindcraft 2341 205th St. Ste. 102 Torrance, CA 90501

Deep in Hidden Vale rises the fortress of Barbezza. Within, tended by four and forty guardians, the Magic Candle stands tall and burns brightly. No ordinary taper, this candle, but a magical construct whose flame imprisons the mighty demon Dreax, embodiment of evil. Trapped during a battle long ago, he yearns for freedom and revenge, but the power of the guardians has kept him ever within the flame. Until one day, when the guardians mysteriously vanish, and the candle begins to melt. If the flame goes out, Dreax will be freed, and his vengeance will not be pretty . . .

The Magic Candle is a CRPG in the Ultima style: there is much more to do here than simply hacking monsters. In your quest to restore the candle before it can melt and free the evil Dreax, you will travel the length and breadth of the land; converse with many people; and perform an elaborate magical ritual. There is more than enough here to keep you occupied for quite some time to come.

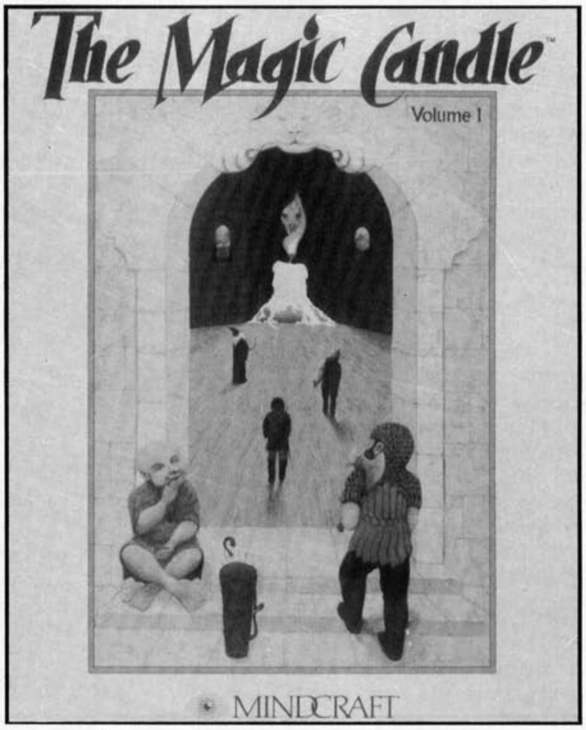
It begins in the castle of King Rebnard, where "Lukas" is chosen as the hero to lead a band of adventurers to glory. Lukas is a stock character. Like the rest of your party, he comes with a set of predetermined statistics.

After the interview with Rebnard (an automatic sequence), Lukas goes to the Knight's Room to select his companions. Up to five can be chosen and you can return to the castle at any time to drop someone off and replace him with another character. There is also a second castle, at the other end of the continent, where additional volunteers can be added to the party. Members can be dropped off in either castle and will stay there, waiting patiently for their turn to come again.

Looking over the roster in King Rebnard's castle reveals some surprises. For example, listed among the warriors and mages are such professions as tailor and gemcutter. Not exactly what one expects in a game of this type, but these people not only have their strengths, but they are not as poor at combat as you might think. It's a good idea to look over the stats of every volunteer before making a final determination of the party's composition.

Statistically Speaking

Speaking of stats, there are quite a few. Aside from the usual strength, dexterity, charisma, and agility, there are skill levels for hunting, learning, magic (applies only to spell-casters), and weapons , as well as measurements of speed, stamina and energy (a measure of fatigue). These stats replace the more familiar "experience point levels," which are not present in the game. Instead, the goal is to increase, by training and other means, the characters' various skills and attributes from their starting levels to their maximums as the game progresses. The maximum (or best) any character can be is determined by his race (human, dwarf, elf, halfling) and profession (wizard, ranger, mercenary, tailor, etc).



Charisma is particularly important because many people will not talk to you unless your charisma (or, at least, that of the party's spokesperson) is high enough. If your charisma isn't sufficient, you will be told how much it has to be before the person will part with information (or even give you the time of day).

The learning skill determines both how much you can learn in a training session and how quickly wizards can memorize spells. The higher the learning skill, the more a character gets out of training. It is usually better to put off training until the characters have had some increase in this skill.

Hunting skill has two uses. First, it provides food for the party should it be low on food and far from a town. Second, it enables you to detect ambushes in dungeons. The higher the hunting skill, the better the chance the monsters will be noted before they attack. This is often a life-saver in the nastier dungeons (fortunately, there are no ambushes outdoors).

Energy is used to determine how tired a character is. Everyone has a maximum energy of 99 which declines as the party adventures. When it goes down to zero, the character is exhausted and unable to move. Energy can be restored by resting (in camp or a guest house) or by eating an energy-restoring mushroom. Since everyone has the same energy, it is not a factor in choosing party members.

Once the initial group has been selected, you return to Rebnard, who provides everyone with a going-away gift of 500 coins apiece (in the game, money is always referred to as "coins") and wishes you all good luck. This is a good time to take it slow and talk to as many people in the castle as you can before heading out to Port Avur, the nearest town. You

won't get information from *everyone* at this time (some you'll have to interview later when one of the characters has the necessary charisma), but you'll still find out a lot of interesting things before you leave.

As you probably guessed, the roads are not entirely safe these days. The evil minions of Dreax have invaded all the lands of Deruvia and seem to be everywhere. On the other hand, *The Magic Candle* has something I've been waiting for, for a long time: the monster that's dead, stays dead. Monster generation is handled more intelligently in this game than any other I've played. Most CRPG's have the endless wave. You rampage through the dungeon (or countryside) for fifty battles, and then have to rampage back another fifty. New monsters seem to sprout up almost from the corpses of the dead ones.

In this game, each country has a fixed number of patrols and guardposts. When you've wiped them all out, they're gone. Reinforcements only come into the land every three months. The game begins in May, so, if you were to clean out all of Pheron (the starting country) in that month, the area would be clear of nasties until September rolls around.

Even better, dungeons stay cleared permanently. No replacements go to them at all. Thus, if you get partially through a dungeon, you can back out, re-supply, and return without having to kill the same monsters all over again just to get back where you were before. There are no wandering monsters, simply "set" encounters.

Combat is a fairly simple procedure, although sometimes the strategy may become a little complex, depending on what you're up against. Except in the case of ambush, the party always gets a chance to set up: draw weapons, recall spells, move around to a better position. Once that's finished, fighting actually begins and, fortunately for you, your characters get to go first.

This is good, because the monsters tend to act intelligently. The cannon fodder like orcs are typically in front, while the magic-using brains are in the rear (just the way you set up your own group, in fact). The monsters also recognize magic when they see it, and will try to home in on the spellcasters in your party.

Actions are typically casting spells, moving towards (or away) from an opponent, and striking blows. Dodging is an automatic function and does not have to be specified.

Even wizards are not excluded here. They are perfectly capable of wielding weapons as strength allows, and they also have some fighting skill, although it will never equal that of the true warrior. In a pinch, your spell-casters can wade into battle and swing away with the best of them. Just as nice, they can wear any armor at all, including plate mail. This is a refreshing change from the usual "cheap baggy robes" of most CRPGs.

Another important activity (both inside and outside of combat) is the eating of magical plants and mushrooms. These herbs have many beneficial effects, including restoration of energy, protection from physical attacks, extra movement, temporary strength, and guaranteed placement of one's next blow.

It is important to become familiar with these and others, as without them you will have a hard (if not impossible) time finishing the game. Weapons and armor are limited to those noted on the back of the manual. There are no +30 swords here. The herbs and mushrooms are, so to speak, replacements for these things. Proper use of the magical plants is crucial to success, so experiment with them early and keep a good supply on hand whenever possible.

Magic is pretty straightforward. Elves, rangers, and wizards are all capable of learning spells, although wizards will naturally be best in this department. Each wizard comes with a book of spells that he can memorize (up to 99 of a spell and apparently, no limit to the number of different spells that can be in the character's mind at any one time).

Spell books can also be purchased (when you find out where) and given to members of the party. It is also possible for spell-casters to "trade" the books among themselves, so that several can study from the same one at different times. Each book (there are four) has different spells for different purposes. Some can be used any time; others are restricted to either combat or non-combat use. They are all described in the manual, so keep it handy when you're using magic.

Monster generation is handled more intelligently in this game than any other I've played.

Spells require energy to cast. If a mage is too low on energy, he can't cast a spell; at least, not the one he currently has ready. It is possible to change the ready spell or eat a sermin mushroom (restores energy) on that character's turn, although he may not have the chance to cast that round.

Dungeons tend to be typical. The number of levels per dungeon varies from a single level up to eight; most dungeons are about 4-5 levels deep. There is no auto-mapping feature, but there is a way to get a map of the level you're on, and copy it to paper. The layouts are simple and it doesn't take very long.

In general, you can expect that behind every door lurks a party of monsters, waiting to pound you into mush. If you're not feeling in the mood for combat (or you're in no shape for it), avoid going into rooms until you feel up to it.

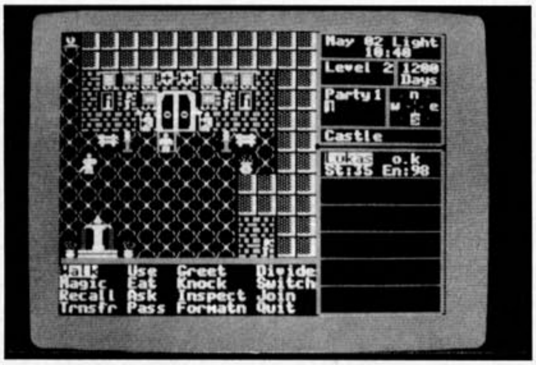
Ambushes, however, are another matter. If you walk into one, you're stuck with having to fight it out (or trying to escape, which is not recommended in this instance). With complete surprise, the monsters get a free round to act, while the party members stand around and play target (they can still dodge, however). After that, fighting returns to its normal mode.

A good hunting skill, though, can reduce the chances of walking blindly into possible disaster. You won't be able to avoid fighting (the monsters are practically breathing down your neck), but you won't be surprised and you'll have the chance to prepare somewhat for the combat.

Treasure in the game is a little on the Spartan side. Monty Haul doesn't live here, anymore. Bodies of monsters will have some coins on them (the only treasure they ever carry). Chests in dungeons generally contain gems of different types to sell in town, or a supply of a particular magic herb. Once in awhile, they hold other items, but only one type of object will ever be found in a chest (and they never have weapons or armor). Chests can also be trapped to poison or infect the unlucky person who opens it. It's a wise party that goes into a dungeon with a good supply of healing herbs for these unpleasant circumstances.

Split Personality

An interesting feature is the ability to split the party up into independent sub-groups of one or more. This can be done almost anywhere: in towns, dungeons, the outdoors. It will, in fact, be necessary at one point in the game to have three groups in three different places at once. The display keeps track of who is in which party, so you always know where someone is and switching between parties is done with a couple of simple commands. So, for instance, you could have someone training at the archery school while everyone else is wandering around town. Or you could put several party members to work earning money while others bed down for the night in the local guesthouse.



Earning money is the main reason for the gemcutters, tailors, carpenters and metalsmiths in the game. There is usually work for one or more of these professions in each town, and it's an easy, no-risk way of raising cash while other party members go about other business.

Towns are different in layout, but similar in content, each having a tavern, guest house (inn), and shops for weapons, armor, food, and general supplies. Some also have ships that can be hired to transport the party to various locations.

Of course, there are always people to talk to. It is a good idea to speak to everyone you see. They don't move, but they all have time schedules as to when they are "there," so it may be tough locate a specific person. It's all very well to know that Foozle the Wizard is out around 2:00 A.M., but you don't know where he will show up, so you have to keep moving around until you spot him. It can be a bit much at times, since every town has its own collection of night owls.

Besides towns, there are also villages. These are strictly residential (except for the armorer in Kharin, there are no shops). In order to talk to people here, you need to know who you want first. You can't just walk in anywhere. You must knock on the door and ask for someone by name. If that person doesn't live there, you'll have to try another house in the village or a different name at that door. There are a few inhabitants to be found lounging around the village, and as with the towns, some of them are nightowls who only show up after dark. Fortunately, villages are smaller, so people are usually easier to spot in them.

Travel is on foot, by teleport spell (pops you around the countryside, although its range is rather limited), via ship, or through special teleportals, which you must locate and learn how to use in order to travel great distances instantaneously (or get into places otherwise unreachable).

Walking along the roads is a good way to meet interesting people. Not everyone out there is a monster. You'll come across merchants, dwarves, wizards, knights, monks, halflings, hermits, elves, and others as you make your way across the world. All of them have something to say (or sell). They aren't there just as scenery. However, you'll need a pretty decent charisma score to talk to a lot of them.

When you've been through all ten dungeons, learned everything you can, and obtained all the items and chants you need, it's time for the endgame, which is unique in my experience.

On the last page of the manual is the "Zirvanad". It contains a complete description of what needs to be done to restore the candle. This is what everything has been leading up to: the performance of a complex magical ritual by several members of the party. No game has ever had such an elaborate, non-automatic ending. There is something very satisfying about a finale that does not require an anti-climactic battle or passive reading of text on the screen.

Of course, there is a bit more after that, with a banquet in Rebnard's castle for the victorious heroes, (a brief, automatic sequence where, instead of being showered with treasures and goodies, the King thanks you very much, says your names will live in history forever, and mentions that there is more evil brewing to the east (hint, hint, nudge nudge). Naturally, that will have to wait for the sequel (grin).

Stinging Observations

Overall, Magic Candle is a very good game. Combat tends to be on the slow side, even with special mushrooms to increase actions during a turn. Also, there are too many narrow passages in dungeons, where splitting the party to get everyone through is necessary and this is exasperating at times.

An easier way of finding people like Foozle would be welcome. Shops in towns could use a sign or icon so you know what a place is without having to go inside and find out (Actually, this is planned for the sequel, but it isn't available in this game).

The ability to restore a game while in play would also be nice. As it is, if you want to go back to a previous position (or if "Lukas" dies and isn't resurrected), it is necessary to reboot the game. You can, though, save at almost any point in the game, including towns, dungeons and the outdoors.

Bottom line: Definitely recommended; a well-balanced CRPG with several good and original features.

Magic Candle Tips

Warning: This section of the review contains specific hints.

This is an *extensive* game and good note-taking is essential. Greet everyone you meet and write down their names so you will know if you've talked to them before. Always ask for rumors as well as advice. A lot of the rumors are true.

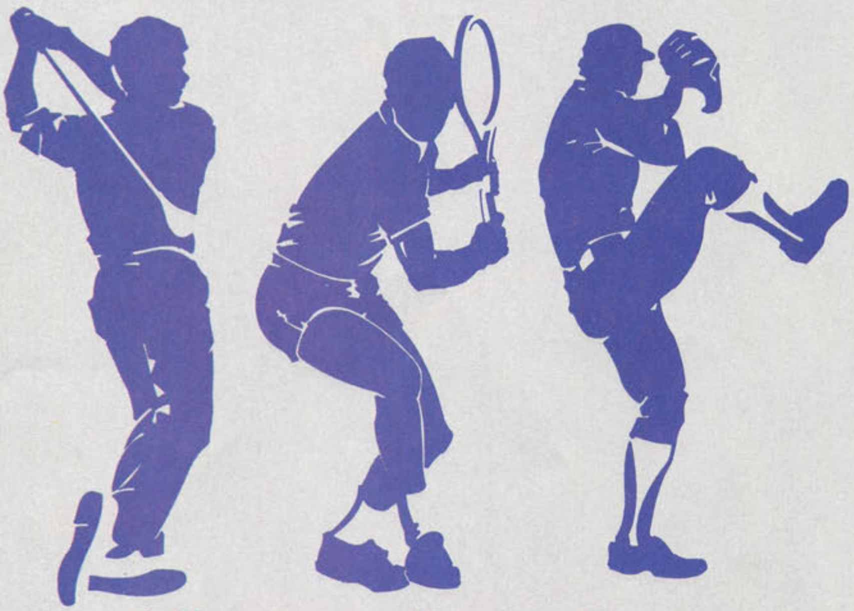
Because there is so much to learn and do and a great deal of travelling besides, I recommend starting with the "Easy" version, which allows 1000 days before the candle goes out. The medium and hard versions allow 800 and 600 days respectively. The difference in time is the only thing that distinguishes one level of difficulty from another.

Money is the major limiting factor in the game. For some time you will never have as much as you want, so plan on making money early on to help you along. Take the two

(Continued on page 42)


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Computer Cavalcade of Sports



A Computer Sports Survey

by Wyatt Lee

"You'll look sharp and you'll feel sharp, too!. . ."

The reference to Gillette's classic television program may be a little dated, but there has been a literal cavalcade of computer sports games that have been released since CGW's last sports survey (CGW #46). Some have already been reviewed, others are nearing release. This survey is designed to "touch base" with those products which have not had significant coverage in CGW prior to this issue.

Baseball

Earl Weaver Baseball 1.5: At press time, CGW had just received an early look at **Electronic Arts**' new *EWB*. The major differences between this version and that reviewed in CGW #36 include a more polished statistical and physical model (earlier criticisms of the running game, fielding, and fielding "errors" have been taken into account), improved computer opponent ("Earl" handles pinch hitters, pinch runners, and relief pitchers more cogently), revised "official scorer" (no more "cheap" doubles on a throw to home), and an on-screen view which offers a larger pitcher/batter perspective to facilitate action in the "Arcade" and "Play and Manage" modes. (IBM, $39.95)

Sporting News Baseball: This action/strategy game from **Epyx** offers a statistical base coupled with joystick-driven action. Managers select teams and establish lineups using the joystick and scrolling through rosters. Then, they must bat, throw, and catch for each player on their team by utilizing the joystick. The position of the joystick determines the location of the batter's swing, the status of the base runners, type of pitch, fielders' throws, and position of the active fielder when the ball comes to him. Using the keyboard, players can reposition players, pinch hit, make substitutions, and call time out. Each team, whether an actual major league team's roster is used or the player creates a new one, begins with actual major league statistics. During play, however, these statistics are modified up or down by the manager's arcade ability. This is exciting to action fans, but may be a problem with major league statistical buffs. (Apple II, C-64/128, IBM, $39.95)

Basketball

Basketball Challenge: Those who have played *NFL Challenge*, the fine football strategy game from **XOR**, will be delighted to know that this product is just as excellent. The program has strategic depth and statistical detail. The model being simulated is collegiate basketball and uses authentic statistics, even if the teams are semi-disguised by fictitious names. It will not take the CGW reader long to figure out that the Lexington Bobcats are the University of Kentucky, the Durham Devils are actually Duke University, and Ann Arbor Wolves are the University of Michigan. The animation in the program is limited to arabic numerals which "cavort" around the court to represent each player on the team. The movement, patterns, and plays are represented realistically, however.

The player becomes the coach of one of the top college teams in the nation. He chooses the lineup, offensive set (low post, high post, double low post, weak side forward offset, double stack alignment, or wheel set), offensive tempo, defense (man-to-man, three different zone defenses, full court pressure, or attempt steal/foul defense), and defensive

tempo. When the team is on offense, the clock is stopped, or there is a dead ball, a particular play can be called or a particular player designated to take a shot. In addition to the basic defensive options, the game allows the coach to set individual matchups to exploit size or speed. There is even a key for each team's coach to "yell" at various players to call shots or plays during the action. Of course, no sports strategy game is complete without handling statistics. *Basketball Challenge* gives individual statistics for both teams, as well as a shot chart to display both successful and unsuccessful shots for both teams. Although the documentation does not mention it, the statistics screens (including the shot chart) may be printed using the "Print Screen" function from the IBM keyboard. For strategy players, this is an exceptional product, but a technical foul must be called due to the lack of a statistics compiler for those intending to use it for league play. (IBM and Mac, $39.95)

Fast Break: Steve Cartwright's basketball game emphasizes action in the **Accolade** tradition. It is a three-on-three basketball game between two human players or against the computer. The player takes on the role of player/coach because he controls one active basketball player on the court and coaches two computer controlled teammates. It is primarily a reflex-oriented game (using either the keyboard or a joystick for input), but does offer opportunities for some strategic decisions as well. The player/coach selects a lineup from the ten fictitious basketball players listed and can utilize a playbook containing fifteen offensive plays. Fourteen of these are pre-designed and the last can be designed by the player/coach. Prior to each game, the player/coach determines which four plays from the playbook will be used in the current game. In addition, the player/coach selects a defensive play from five pre-set defensive options (fast break set-up, tight man-to-man, loose man-to-man, trap, and double team). In spite of the strategy, though, the avid "joystick jockey" will like this game far better than the basketball fans who would rather coach than play. (C-64/128, $29.95, IBM, $39.95)

Pure Stat College Basketball: Players familiar with **Software Simulations**' *Pure Stat Baseball* and **Avalon Hill Microcomputer Games**' *NBA* (by the same designers) should recognize the menu driven interface utilized in this strategy game. In fact, the game is so much like *NBA* that it allows college players to continue playing with five fouls and foul out with six fouls (just like the pros). In addition, the statistics compiler should only be utilized for up to three games in a row, just like *NBA*. If players try to save more than three games in succession, strange anomolies may occur. Those who liked the previous offerings will more than likely want to purchase this game.

For those unfamiliar with the "Pure Stat" approach, each game comes complete with statistical data for great teams of the past. The game can be played computer versus computer, solitaire, or against a human opponent. After deciding on the starting lineup, play proceeds with the expected jump ball. Depending on the outcome of the tip, the player will be confronted with a menu of offensive or defensive choices. On offense, he must choose the point guard and whether the guard will pass or shoot the ball. When shooting, this leads to a sub-menu which allows the guard to shoot from the outside, drive and shoot, or go for a three point shot. Another sub-menu allows the player to determine whether to guard agains the fast break, rebound aggressively, take the ball back outside, or immediately shoot the ball again. On defense, the player selects from a menu of basic defensive formations and a sub-menu which allows one to guard against either the outside or inside shot, go for a steal, double team a particular player and/or play for a fast break (multiple choices are available). After all the choices have been input, the game offers a graphic representation of the resulting play.

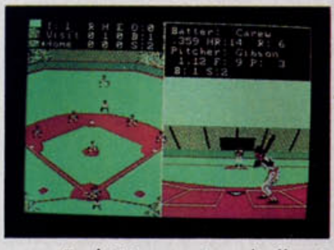
Unfortunately, the game doesn't always reflect the data input. The passes which are ordered are not always executed. Further, on several occasions a team scored a basket and the defensive set was called. Then, the program showed that team, which was supposed to be on the defensive, shooting and missing a basket in order to set up a fast break for the other team. One might also ask why shooting a three point shot increases the frequency of steals or why teams do not "crash the boards" most of the time when they are ordered to rebound aggressively. (Software Simulations, 959 Main St., Stratford, CT 06497, Apple II, C-64/128, IBM, $39.95)

Boxing

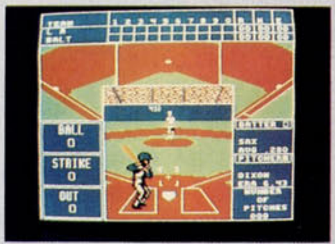
T.K.O.: **Accolade** has always placed a premium on visual effects and visceral impact. This boxing game offers a fresh visual perspective (face-to-face with the opponent) and an impressive artistic quality far beyond the cartoon approach of the company's earlier *Fight Night* product (players actually see damage taking place on the boxers' faces). This game has much of the appeal of the coin-op arcade's *Punch-Out*, but with more strategy and a capacity for two player games. By utilizing the upper half of the screen as one boxer's viewpoint and the lower half as the other boxer's viewpoint, both players are presented with a first person perspective. Players really see the punches coming at them and it is thrilling to land a solid punch on one's opponent. The game also uses a side window for damage indicators for each boxer and an overhead perspective of the ring to show position in the ring.

Strategy begins with the scouting report

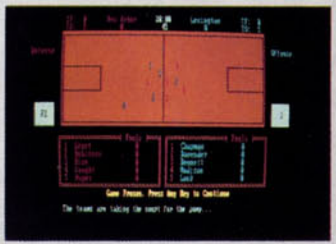
(Continued on page 44)



Earl Weaver Baseball 1.5



Sporting News Baseball



Basketball Challenge



Fast Break



Pure Stat College Basketball



T.K.O.

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CAPTAIN BLOOD

by Kevin C. Rohrer

You are an expert programmer, known to the world only as Captain Blood. It was your goal to create the ultimate, computer science fiction adventure. Working alone, you programmed for months to create Hydra, a galaxy of 32,768 planets, and the 14 intelligent races that went with the game. Each race had their own language, social systems, and personality. To enable them to communicate with each other, you created UPCOM (the Universal Protocol of Communication). To facilitate transit between planets, you made hyperspace travel a reality. Finally, it was finished. The last thing you remembered, before losing consciousness, was entering the "RUN" command.

When you woke-up wondering what had happened, you found yourself inside the game! Somehow, your physical being had been translated into Hydra. Even worse, your genetic structure had been mutated into someone who was part-human and part-machine. Five identical clones were also created. These clones are now hidden throughout the galaxy. You have 2 1/2 hours of real time to find each clone and disintegrate it, thereby replenishing your body fluids before you degenerate completely into a machine.

This is the premise behind **Mindscape**'s new graphic adventure game, *Captain Blood* (CB). The player, as Captain Blood, has approximately 2 1/2 hours to find each of the clones (called Duplicates). He must transport them up to his spaceship and destroy them in a disintegration chamber called the Fridgitorium in order to renew his body fluids. When all five have been destroyed, the captain will be whole again. Once this is accomplished, the fair maiden Torka must be found and Hydra exited.

Instrument Checklist

The copy-protected game disk is accompanied by a 25 page rulebook, which describes: the premise behind the game, operation of the spaceship and its scouts, and communication with each of the fourteen alien races. Display screenshots are included, and all instrument functions are fully described. Icons used in the UPCOM are pictured and information on each race is also included. In short, it is a very good idea to study all the documentation thoroughly.

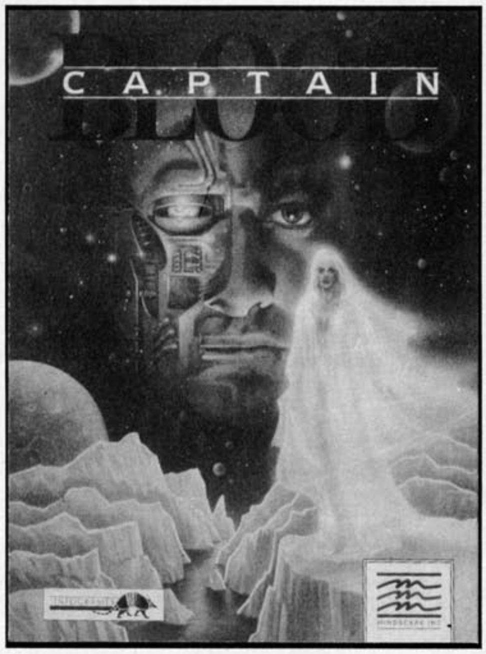
CB was originally developed in France and, as it begins loading, an excellent musical score written by French songwriter Jean-Michel Jarre is heard. Then, since the game takes place from a first person perspective, the adventure opens in Capt. Blood's spaceship's control room and the player sees what Capt. Blood would see. The screen portrays all the controls and information needed to play the game: X-Y map coordinates indicating the ship's position; a clock ticking away the seconds, minutes, and hours before the good captain degenerate into a machine; a viewscreen depicting space as it would appear outside the ship; and a control panel representing nine buttons and several more gadgets, all of which can be accessed by the mouse. Upon clicking a button, the Amiga's speech synthesizer tells what function is being performed.

Finding a Needle in a Haystack

To find and destroy each of the Duplicates, the player must land on inhabited planets and talk with its residents. The trick is to **find** an inhabited planet, then obtain good information. Random movement from planet to planet is not a formula for success. The game always begins with the player orbiting an inhabited planet. Getting to the next inhabited planet is the player's problem. Considering the number of worlds available, one must be both a good interviewer and notetaker.

To move from planet to planet, push the Hyperspace button and hold onto your acceleration couch! The growing whine of your engines is heard and the planets begin rushing past, to be replaced by the colorful kaleidoscopic effect of Hyperspace Travel. Once out of Hyperspace, the stars reappear and the ship slows to a stop, the nearest planet then coming into view as orbit around it is automatically attained.

Threading the Needle



Capt. Blood's spaceship is too large to land on a planet. Instead, planetary exploration is accomplished by sending an OORXX, a highly specialized living creature designed for surface exploration. Clicking on the OORXX Landing Activator drops one from the ship into the planet's atmosphere. The mouse is used to maneuver it up a jagged canyon to its ultimate landing site at the canyon's end. It is here that an alien will be found if the planet is inhabited. Canyon walls are steep, high, and twist in and out, so care must be taken to not hit a wall. The OORXX is susceptible to damage; six crashes into canyon walls will destroy it. On some planets, the inhabitants are rather unfriendly and will fire homing missiles at the OORXX. Naturally, failing to dodge these missiles will also cause its destruction.

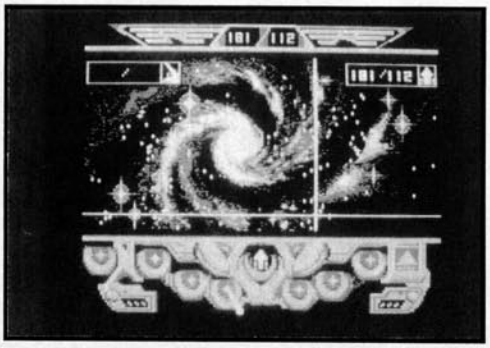
TITLE:	Captain Blood
SYSTEM:	Amiga, C-64, IBM, ST
VERSION REVIEWED:	Amiga
PRICE:	$49.95
DESIGNERS:	Phillippe Ulrich Didier Bouchon
PUBLISHER:	Mindscape, Inc. Northbrook, IL

A Stitch in Time

Upon landing, the wireframe landscape fills in with fractal graphics and, if an alien is present, he or she will appear on the ship's display. The lower half of the control panel changes to that of the UPCOM control panel and an amusing looking pair of lips will be positioned directly below the viewscreen. The lips move, of course, whenever the alien has something to say. Clicking on the lips causes the UPCOM symbols that are being spoken to appear on the viewscreen along with the English translation of the alien's message. Players are required to scroll through the available icons and, when a needed icon is found, click on it to load the icon into a Response Area located to the right of the lips. When finished constructing a sentence, the player simply clicks on the lips and the sentence is

sent. This may sound rather involved, but it is actually quite easy.

Aliens give both information and disinformation. It is up to the player to determine fact from fiction. Obviously, what one says to the alien has a great deal to do with what he will say in return. Some aliens talk gibberish or intentionally lie, others evade questions by responding with another question, and a few tell the truth. One will also need to return to planets previously visited to question aliens again. Fortunately, the OORXX that is sent to each planet's surface stays there and may be reactivated through one of the control panel buttons, saving valuable time.



In some cases, it is necessary to perform some action in order to get information from aliens. On some occasions, one may have to actually destroy another planet. This is where the Planet Destruct Activator comes in. When this button is pushed, the planet displayed on the viewscreen lights up dramatically and, accompanied by the appropriate sound effects, is destroyed, leaving only empty space.

Once one of the Duplicates is found, it must be coaxed into being transported up to the ship and into its Fridgitorium, where it will be disintegrated, thus renewing the captain's body fluids for another 2 1/2 hours.

The Finished Product

On the Amiga, all sounds are digitized and in stereo. The graphics are impressive and very detailed, with none of the jerky movement sometimes visible in less powerful computers. The predominant game colors are cool shades of blue and purple on a space-black background, all giving an unnatural and unearthly effect to the game. The captain's arm is also blue, skeletal, and metallic looking as if it, and he, are no longer human. This surreal color scheme enhances CB by adding an additional air of the bizarre.

CB's strengths are an unusual concept (surviving five 2 1/2 hour time limits by locating an equal number of individuals scattered throughout a large galaxy), equally unusual execution (the UPCOM language needed to talk to different alien races), delightfully surreal graphics, and the pleasant variety of sound. There is enough arcade action thrown in (landing the OORXX on planets) to break up any monotony that may be incurred while moving between planets and conversing with the aliens.

Finding aliens to talk to isn't easy, and getting good information out of them is downright difficult. Therefore, finding the Duplicates and Torka is not an easy task. Thus, CB is not for the beginning adventure gamer, but will be supremely satisfying to those that can overcome the game's obstacles. Those gamers looking for a difficult adventure, who enjoy unusual graphics, like science fiction games, and enjoy arcade sequences will find tremendous play value in *Captain Blood*. **CGW**

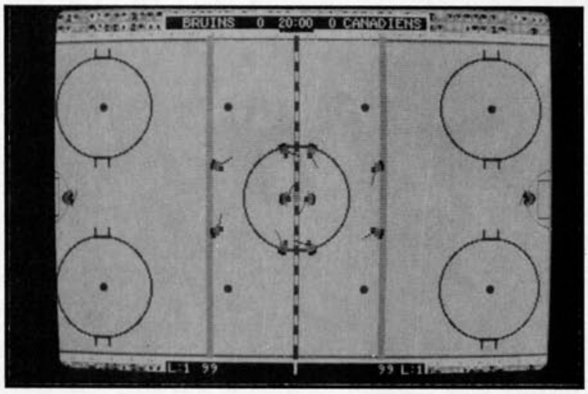
by Johnny L. Wilson

"Gretzky from the top of the slot, moves behind the net, looks for Robitaille, fakes a pass to the point, he tries a wrap-around, he shoots . . . he S-C-O-R-E-S!" (the crowd goes crazy!) "Wayne Gretzky, a power play goal at 19:45 of the third period . . . and the Kings lead 6-5."

The unmistakable rising decibel level of a hockey announcer broadcasting a goal is about the only missing bit of hockey color in *Wayne Gretzky Hockey*. The rest of it is there, though, including the sounds of bodies hitting the boards, sirens sounding after goals, and the roar of the crowd. Team colors can be changed to reflect the dominant color on each team's uniforms, the "ice" is actually scuffed up during play, and the Zamboni really refurbishes the skating surface between periods (if the player wishes to wait for it). Players usually see about two-thirds of the rink from a viewpoint directly overhead. This angle offers a wonderful perspective from which to observe plays unfolding and take note of offensive/defensive positions. It also has the most incredible "Instant Replay" feature where players control how much of a play to show, the speed to show it, and whether to stop/start action "frame-by-frame" as though observing game films. From the opening sequence portraying Wayne Gretzky, nattily attired in white and black jersey, firing the puck directly at the monitor screen (simulating the disintegration of the screen itself), to the digitized final buzzer, this is a stimulating game.

The Great One Digitized

Bethesda Softworks' "Wayne Gretzky Hockey"

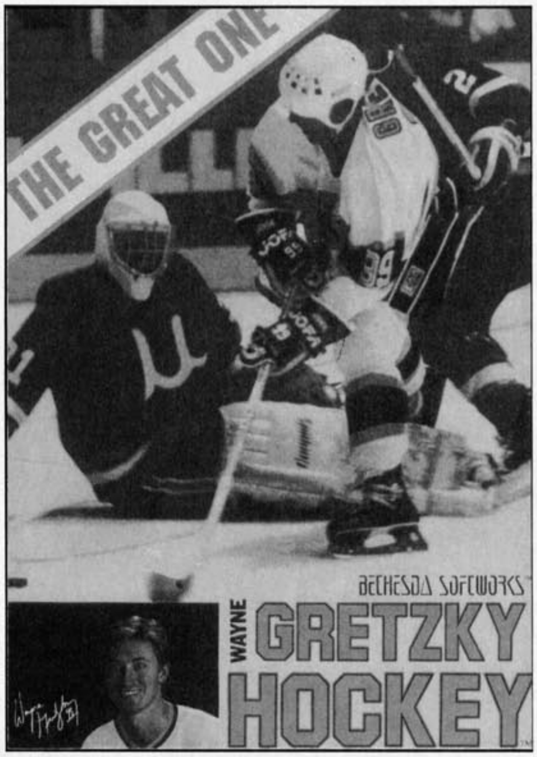


TITLE:	Wayne Gretzky Hockey
SYSTEM:	Amiga
# PLAYERS:	1-2
PRICE:	$49.95
DESIGNER:	Bethesda Softworks
PUBLISHER:	Bethesda Softworks P.O. Box 7877 Gaithersburg, MD 20898

Hat Trick

Actually, *Wayne Gretzky Hockey* is composed of three distinctive, yet similar, games: "Control Player," "Play and Coach," and "Coach Only." The "Control Player" mode, the game offers enough fast-moving action for any arcade fan. The ability to play at either normal or slow speed and handicap one's opponent so that his players function at high school, college, or junior levels (as opposed to professional level) means that even those with relatively poor reflexes can become competitive in this game.

However, for anyone who appreciates professional hockey, *Wayne Gretzky Hockey* offers much more. The artificial intelligence of the non-controlled players produces extremely realistic styles of play. Players are rated from 0-9 in eleven categories: aggression, power, injury (avoidance), skating, puck control, shooting, quickness, fatigue, (tendency to be charged with a) penalty, passing, and checking. So, the "meat-eaters" will rack up penalty minutes just like real hockey. Also, players with great skating and puck control will be able to clear the defensive zone and bring the puck across the blue line better than those known for their checking and fighting ability. Since the gamer can control any player on his team by simply placing the cursor over the on-screen player and clicking, it is possible to play every position (except goalie) and every style. In addition, the game is physics based, so the on-screen players move realistically according to momentum; the puck caroms authentically, and the time-scale is believable.



The active player is controlled using either a joystick or a mouse. The joystick control is typical, but the mouse control is an extremely interesting interface. Gamers utilizing the mouse place the cursor in the direction they wish the active player to skate, pass, or shoot. If the cursor is a long way away, the on-screen figure skates rapidly toward it. If the cursor is only slightly ahead of the figure, he skates more slowly. This allows the player to carefully define the area which the animated figure is to patrol and to be more precise in directing their passes. This reviewer found it simpler to shoot accurately for a specific corner of the net with the mouse.

Behind The Bench

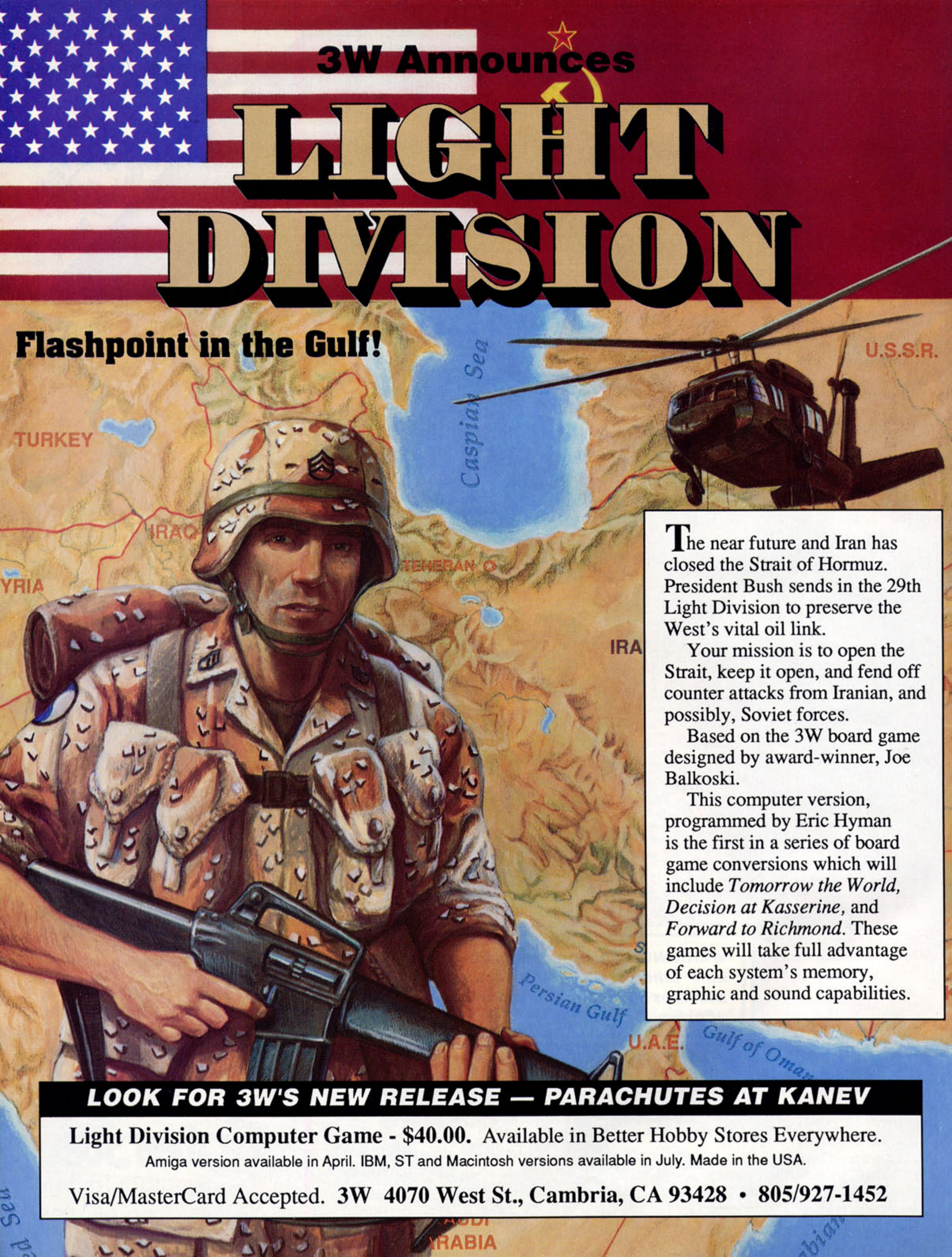
For those who do not like joystick or mouse-driven action as part of their sports simulations, there is a "Coach Only" mode where gamers make the same kinds of decisions which confront NHL coaches. Prior to the game, one selects the eighteen different lines to be utilized in various situations: three five-on-five lines, three four-on-four lines, three five-on-four "power play" lines, three five-on-three "power play" lines, three four-on-five "penalty killing" lines, and three three-on-five "penalty killing" lines. Players are not permitted to mix-up the lines in the course of the game.

In addition, one must make two types of important coaching decisions during the course of the game. First, one can call a par-

(Continued on page 49)



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3W Announces
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This computer version, programmed by Eric Hyman is the first in a series of board game conversions which will include *Tomorrow the World*, *Decision at Kasserine*, and *Forward to Richmond*. These games will take full advantage of each system's memory, graphic and sound capabilities.
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(Continued from page 18

F-14 Tomcat

le it. The first is to keep your "set up to fire" distance constant and keep asking for permission to fire until you get it (or until the bogeys leave). Personally, I prefer the direct approach where you taunt the enemy into an attack. Fly right through their squadron until you provoke a fire fight. The only problem in doing this is that you never know quite *when* they'll fire. So, when they do fire, you will be kept quite busy evading missiles through the first portion of the dogfight. If you survive long enough, though, they'll be the ones on the run. Remember, a stalemate is a loser. Destroy your enemy and he'll be sent to Allah, while you'll be sent to Hawaii.

After completing your mission, do your best to land and this will boost your reputation. If you land in spite of flight damage, you'll earn the respect of Admiral Hawk. Of course, ejecting from the plane is sometimes the only solution, but it will mean answering to the review board. Ejecting from a perfectly good working Tomcat will destroy your reputation and, maybe, your career. Waiting too long to eject may result in injuries too severe to allow you to return as a pilot, ending your career. Should your reputation continue to improve, Admiral Hawk will start to depend on you more and more. Of course, this will also mean that the difficulty of your missions will increase.

If you manage to survive through age 28 with an 85% rating or better, you will be sent to Top Gun School. Your fellow students/opponents are extremely good and success will require you to be better. Use the Immelmann. The other students initially have a problem defending against it. If you use it too often, though, you'll find it becoming increasingly ineffective against your opponents. They are, after all, the best in the world. Should you manage to win all your dog fights and land successfully, you will be awarded the Top Gun trophy.

Once you reach 36 years of age, you are allowed to retire. Pilots who manage this seemingly impossible task find a variety of careers worthy of their reputations. Remember, this isn't just a game, it's a way of life. **CGW**

Conversions Received

For the Amiga

Alien Syndrome (Mindscape)
Balance of Power: 1990 (Mindscape)
Dungeon Master (FTL)
Fire-Brigade (Panther)
Galactic Conqueror (Titus)
Platoon (Data East)
Space Harrier (Mindscape)
Time Bandit (Microdeal)
Zany Golf (Electronic Arts)

For the Apple IIGS

Balance of Power: 1990 (Mindscape)
Dungeon Master (FTL)
Where in the World is Carmen San Diego (Broderbund)

For the Apple II+

Dinosaurs Are Forever (Polarware)

For the Atari ST

ALCON (Taito)
Zany Golf (Electronic Arts)

For the C-64

Dinosaurs Are Forever (Polarware)
720 Degrees (Mindscape)
Uninvited (Mindscape)

For the IBM

Balance of Power: 1990 (Mindscape)
Dinosaurs Are Forever (Polarware)
Halls of Montezuma (SSG)
Strike Fleet (Electronic Arts)
TKO (Accolade)
Wasteland (Electronic Arts)

For the Mac

Crazy Cars (Titus)
4th & Inches (Accolade)
Pirates (Microprose)
Warlock (Three-Sixty)

(Continued from page 30)

The Magic Candle

wizards and as many people as possible who have money-making professions. Put all of them, except Min (who has the best charisma), to work when you reach Port Avur. Drop off the mages at a guest house and have them learn spells while whoever is left goes around town talking to people. Later, when you're ready to do some serious exploring, you can return to the castle and replace the carpenters, etc. with fighting men.

When outfitting your team, chain mail is a good choice and will be sufficient for awhile. Unless you plan to have your mages fighting, you don't need armor or weapons for them; just see to it that they have a supply of Nift on hand. Later, when you head into the tough dungeons, you may want to get the wizards some good armor.

Food should not be too much of a problem. It is relatively inexpensive and one ration is good for one day. Buy some extra for everyone, then just check on it once in awhile.

Have your best hunter hunt in the outdoors whenever possible to increase the skill and cut down on the chances of dungeon ambushes. Forego training party members until you have gotten their learning skills up. Work with the mages first. When you find out where you can get "learning training," go there with as much money as you can and get that skill increased as much as possible.

The same is true for charisma. There is only one place to get it increased and it is not cheap. Choose one person to be the party "spokesman" and get that character's charisma up as high as you can. It isn't important to raise everyone's.

Once you're ready to start poking around in dungeons, make sure each character has protections up. This includes using Nift (which protects against physical blows) and shields (magical spells to protect against magical attacks). Check on these after combat and restore them as needed.

At the start, work on accumulating sermin for energy and drelin for faster travel in the outdoors. Everyone should have a good supply of these. Start buying Nift and Gonshi (the speed-em-up mushroom) when you're headed for a dungeon.

Charisma only has an effect on prices when you're dealing with the general store merchant. Food, armor, weapons, and a night's stay at the inn all have fixed prices which are not affected by charisma. Have your most charismatic character do all the buying at the general store. In other shops, each person can do their own purchasing.

Dwarves roam the countryside with gems for sale. Buy them (especially diamonds) whenever you can; the jewels can typically be sold in town for about twice what you paid (especially in Port Avur) and offer a good way of increasing the money supply.

Be careful you don't get ahead of yourself too early in the game. If you find that you're taking a beating from the monsters or that every combat is won by the skin of your teeth, you shouldn't be around that area yet. Backtrack a bit and wait until your team has gotten a little stronger. Or, if you feel you simply must snoop around in the outdoors, have a good number of teleport spells memorized so you can move around quickly to avoid fighting.

When you get to the later dungeons, take your time and figure out your best strategy for each combat. Different monster combinations may require different methods to defeat. Nothing happens until you "Begin," so you have as long as you need to make battle plans.

Until you have several people to ask for, it's best not to go to any villages. You won't accomplish much. Remember that the further away from Pheron you are, the higher your charisma needs to be. So you also want a pretty decent charisma score, as well as names of residents.

Be careful in the towns of Sumruna, Delkona, and Knessos. These towns also contain strongholds of the enemy and you may walk into one without realizing it until too late (there are no "Here be Monsters" signs hanging over the door). You can make the townspeople happy (and pick up some interesting information) by cleaning them out, although it is not necessary to completing the game.

Finally, do be patient. There is much to learn in this game. You discover something new in each town you visit. Attempting to whip through it won't help at all, and may well put you in an impossible position (this is not a hack-and-slash story, after all). Finding everyone you need to talk to in a town may be trying at times, but is well worth the effort. If talking to people is getting you down, take a jaunt in the countryside, bop a few monsters, and come back again later. There's always something to do here, so take it slow and you'll enjoy the game that much more.

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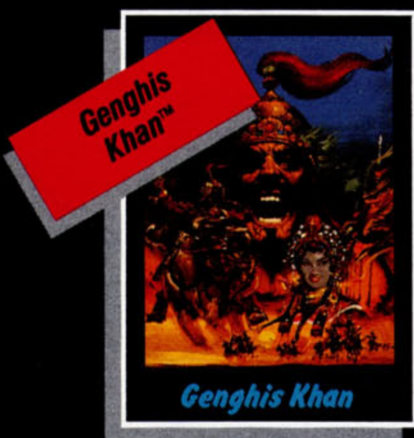
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UNITE FEUDAL JAPAN



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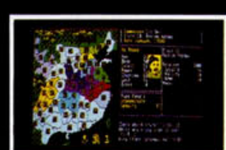


CONQUESTS OF LOVE AND WAR













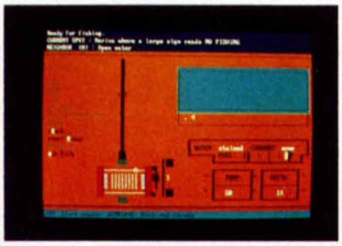
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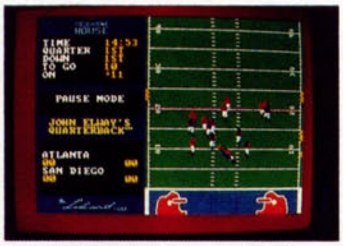
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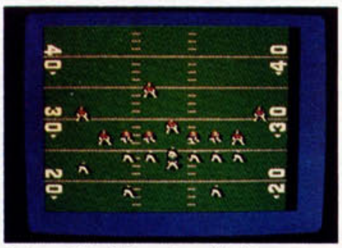
Reel Fishin'



Rich Tauber's Bass Champ



John Elway's Quarterback



John Madden Football

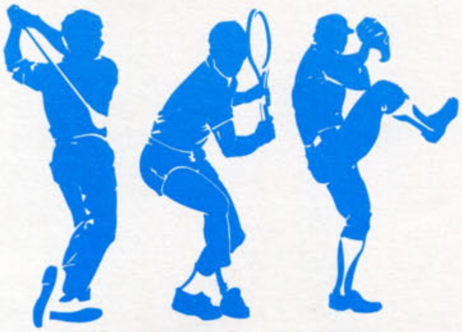


California Pro Golf



Jack Nicklaus' Greatest 18

Computer Cavalcade of Sports



A Computer Sports Survey

which is displayed on-screen prior to each bout. The opponent's style and characteristics are displayed on one half of the screen and player's can access "sliders," those ubiquitous sliding scales, to prepare their boxers for the upcoming bout. Deciding on the right stance, power hand, type of punch (head or body), strength, and weakness may make the difference between victory or defeat. Once the round begins, players must use the position of the joystick to indicate which of nine different target locations and five different guard positions they will use. Guard positions are important for more than defense, however, since they also determine what kind of punch the boxer will throw. Jabs are thrown from the upper guard positions, for example, but uppercuts must be thrown from the lower guard positions. In addition to these tactical considerations, players should try to maneuver their opponents up against the ropes to enhance the effectiveness of their punches.

In fact, the only potential disappointment in the product is the fact that players can only fight fictitious boxers. The game would be absolutely incredible if one could battle "Ali," "Liston," "Marciano," "Louis," and company. The game should appeal to fans of the coin-op *Punch-Out* and pure boxing strategy games like **SSI**'s out-of-print *Ringside Seat* alike. (IBM, $39.95 and C-64/128, $29.95).

Fishing

Reel Fishin': **Interstel** delights in producing games with a different slant. Upon one's first observation, bass fishing does not seem to be particularly fertile ground for a computer game, yet Roger Damon has used his skills as an experienced strategy game designer to create an intriguing format of economic management, fishing strategy, and mouse-driven action. When players manage to be successful in all three areas, they can participate in the stiff competition of tournament fishing. Evaluating the weather, selecting a lake and fishing spot, utilizing the right bait, casting, setting the hook, playing the fish, and determining the optimal time to enter tournaments are the important ingredients of this game. Tutorial elements exist for the novice fisherman, as well. The graphics do not push the envelope on the Atari ST and are rather utilitarian in spots, but they have some very nice touches (particularly when the fish is reeled in and the representations of the various lures in the tackle shop). This program takes longer to play than *Rich Tauber's Bass Champ*, discussed later, and that indicates the essential choice between the two programs. *Bass Champ* opted for a faster pace as opposed to some aspects of realism. *Reel Fishin'* offers a slower pace with more user control when one is out on the lake. (Amiga, Atari ST, $44.95)

Rich Tauber's Bass Champ: Even if you are not a fisherman, this is an addictive program. Famous bass fishing champion Rich Tauber provides a very accessible tutorial and players compete in a tournament against computer fishermen. Although the graphics are simple and far below the craftsmanship of those in *Reel Fishin'*, the utilitarian graphics do have some nice touches. We were pleased with the contribution the sonar graph makes to game play. Strategists will find that paying close attention to the topographical map of fictional "Lake Stikapig" combined with judicious use of the sonar will help them locate the fish. Then, accessing Rich to find out the best bait and optimal retrieve to use should put the player on the right track (but not always!). The screen offers cute little comments when the fish are not biting and a simple action sequence using the arrow keys when you get a bite. Unlike *Reel Fishin'*, however, players do not have the feel that they are really controlling the cast and retrieve. The action portion of *Bass Champ* does not occur until the bass strikes and the hook is set. The game does keep track of the player's accomplishments, total winnings, and accumulated sponsors. (Shadowfax Systems, 2005 W. Culver Ave. Suite 19, Orange, CA 92668, IBM, $40.00)

Football

John Elway's Quarterback: Readers who have played *Quarterback* in the coin-op arcades will instantly recognize the personal computer version of the game. It is a direct translation. Players select from nine offensive plays (functionally twenty plays if one reverses direction on the nine and considers punts or field goals, as well) and six defensive formations (plus special teams to return punts or block field goals). On offense, the player takes on the role of the quarterback. On running plays, the quarterback runs the ball and on

passing plays, the player acts as quarterback until the receiver catches the ball (becoming the active player). On defense, the player acts as the middle linebacker (unless a pass is intercepted or kick is received, then the ball carrier becomes the active player). To keep matters simple, there are only nine players represented on each team. The documentation is solid and helpful, but *John Elway's Quarterback* is the kind of game almost anyone can sit down and play in order to receive loads of action with little expended effort. (Melbourne House, 711 W. 17th St. Unit G9, Costa Mesa, CA, C-64/128 and IBM with 5 and 1/4", $29.95, IBM with 3 and 1/2", $34.99)

John Madden Football: **Electronic Arts** products are constructed around a clear ideal. They are expected to be simple, hot, and deep. *John Madden Football*, originally released for the 64K Apple II series is just such a product. It is *simple* enough in the "Quick Game" mode to offer a balanced action/strategy game, but it is *deep* enough in the "Standard Game" to allow players to edit teams, design plays, use rosters from actual NFL teams (only available on separate data disks) which rate professional football players in more categories than any other game to date, utilize plays from Madden's old Oakland Raider playbook, and exploit one-to-one player match-ups. The "Chalkboard" (Play Editor) provides an extremely elegant method of designing new plays or modifying old ones. The ability to assign blocks, pass patterns, men in motion, and rushing routes is tremendous. The "Chalkboard" even allows players to walk through a play and decide if it really works. Finally, the game is *hot* because even those who feel uncomfortable with joystick-driven games can compete with those who are excellent arcade players. This is because the computer players are coordinated enough to often "make up" for the "player coach." Statistics-oriented players will love the ratings system and attention to detail (although some will fault the model because the passing game is potentially *too* effective); action-oriented players will find an intriguing combination of action mixed with strategy, and Apple II owners will be amazed at what their machines can still do. (Apple II, $49.95)

Golf

California Pro Golf: **Mastertronic** just released a golf program with two different courses and a similar interface to earlier golf games (*World Class Leader Board* or *Mean 18*). The interesting variable in this interface is the ability to address the ball high or low (using the up or down arrows on IBM) or deliberately play a slice or hook in addressing the ball (using left and right arrows on IBM or a swinging arrow on the C-64/128). The product certainly offers exceptional quality for the price. (C-64/128, $9.99, IBM, $14.95)

Jack Nicklaus' Greatest 18 Holes of Major Championship Golf: Readers who are familiar with **Accolade**'s best-selling *Mean 18* will be familiar with the basic interface of this licensed product from the same publisher. The basic differences between the two products revolve around better graphics and more realistic putting in the Jack Nicklaus endorsed product. The "Golden Bear" himself selected the most challenging holes to be included, designed the two additional courses which are simulated, and provides on-screen commentary related to playing each hole. Also, the scorecard feature will keep track of either stroke or "skins game" play in this latest game. (IBM, Apple IIGS, Amiga, $49.95, C-64/128, $29.95)

Hockey

Power Play Hockey: **Electronic Arts**' action-oriented USA vs. USSR hockey game uses relatively fluid animation with full size caricatures of the players. The game allows one or two players to play one-on-one (for that refreshing "breakaway" feeling) or a more traditional five-on-five approach (the computer controls both goalies in either configuration). The game simulates realistic rules (but don't expect the referee to call 'em close), utilizes simple strategy, and emphasizes arcade action at three different difficulty levels. The moves look right and the sound is outstanding (it's not the Chicago Stadium Wurlitzer, though), but there is no statistics base to work from and the game is often tongue in cheek from the documentation straight through to the soundtrack. (C-64/128, $24.95)

Wayne Gretzky Hockey: See the feature review of *Wayne Gretzky Hockey* elsewhere in this issue.

Olympic Games

Downhill Challenge: The French company **Microids** designed this game which **Broderbund** has published in the U.S. The animation and sound are extremely representative of the subject matter, but the color palette on the IBM is disappointing because it is restricted to CGA pink and blue. The scrolling is remarkably fast. The terrain scrolls by in such a way that it really gives the feeling that one is travelling over uneven terrain and working to get an edge for making those sharp turns between gates. Up to six players can compete in slalom, giant slalom, downhill, and ski jumping. Each competition, except for ski jumping, offers three difficulty levels in terms of runs and they all use a first person perspective from right behind the skier so that the player must react from the same visual perspective as the skier. This is the most extremely satisfying ski simulation yet, except for one major drawback. It is nearly impossible to play on a 286 or 386 processor. There is a


Power Play Hockey


Downhill Challenge


The Games: Summer Edition


The Games: Winter Edition


Winter Challenge


Test Drive II



Suzuki's RM250 Motocross



International Soccer



MISL Soccer



Serve and Volley



Take Down

"fix" for this problem, however. The **Broderbund** technical support BBS [(415) 492-3526) from 5:00 P.M. to 8:00 A.M. Pacific) has a very small memory resident program called, "Whoa!" which can be downloaded and allows players to slow down or speed up their processors for game purposes. (IBM, $29.95), ST ($34.95)

The Games: Summer Edition: There is something for every action-oriented player in **Epyx**'s tribute to the Summer Olympics of 1988. There are sequences which are joystick busters (particularly velodrome cycling, hurdling, pole vaulting, and hammer throw), but there are also some sequences which require considerable thought along with the player's coordination (diving, rings, and uneven parallel bars). Of all the events, archery, hurdles, and the hammer throw are the most straightforward. With the other events, players will immediately understand why this is such a detailed player manual. It actually takes a flow chart to describe the possible ring and uneven parallel bar sequences, not to mention the more than two pages of possible dives for that competition. The manual also offers specific hints for better performances in each event and historical summaries of past Olympic competitions. All of the events offer sufficient challenge for the player to keep improving. In addition to the competitions themselves, players will enjoy the care taken to model the human body in the animation, the attention to camera angles in presenting the panorama of the games (and Opening Ceremonies), and the extremely effective fractal graphics utilized to show rapid motion and sweeping scenery. (Apple, IBM, $49.95, C-64/128, $39.95)

The Games: Winter Edition: **Epyx** presents unique perspectives in this product. Using a television camera perspective rather than the standard first person perspective of other action games, the competitions challenge the player's reflexes with a variety of rhythm, reaction, and retention checks. Rhythm is important in terms of speed skating and cross-country where players must coordinate the joystick movement with leg movement, as well as the slalom event where the trick is coordinating left and right movement through the gates. Reaction is important in ski jumping where one must press the button at just the right time for "take-offs" and "landings;" downhill skiing where one must schuss through the gates; and luge where one is required to steer sharply through the turns. Retention is important in luge because players who take the time to memorize the various track configurations will have a definite advantage in anticipating turns. It is also helpful to memorize one's figure skating routine in order to coordinate moves and music more effectively. *The Games: Winter Edition* offers extremely attractive graphics, animation, and visual perspective coupled with distinctive approaches to action-oriented subject matter. Those who enjoy quick moving games with multiple players competing will certainly like this one. (Amiga, Apple II, IBM, Mac, $49.95, C-64/128, $39.95)

Winter Challenge: This budget-priced game from **Mindscape**'s "Thunder Mountain" division provides action gamers with five winter events. The animation and graphics are somewhat cruder than the artwork in *The Games: Winter Edition* and the arcade sequences which are similar (Ski Jumping and Slalom) are usually more forgiving in *Winter Challenge*. When players participate in ski jumping, downhill skiing, and bobsledding, the on-screen view utilizes the typical first person perspective except in the ski jump where one must balance his character once he is in the air by means of a side view. The slalom event utilizes an oblique overhead side-view similar to that event in *The Games*. Downhill skiing is distinctive because it uses logs stretched sideways along the course rather than the familiar "gates" of standard competition. The biathlon event in *Winter Challenge* is similar to cross-country skiing in the game discussed earlier. It does not have the realistic touches of *The Games*, however. For example, one must use the fire button to edge up hills in the **Epyx** game, but one's character glides easily uphill when competing in the "Thunder Mountain" game. Also, the latter game reuses scenery screens over and over in the same order. Nevertheless, the target sequences in the biathlon (using an over the character's shoulder viewpoint) are simple, effective, and fun. (Atari ST, C-64/128, $9.95)

Racing

Auto Racing

Test Drive II: The Duel: The graphics are better and offer more variety than those in the original *Test Drive*. Players can actually drive off the cliffs or onto the desert (and face the consequences). There are two supplementary disks that also add to enjoyment of the new product, a "Super Cars" disk of five different vehicles (Lotus Turbo Espirit, Ferrari Testarossa, Porsche 911 RUF, Lamborghini Countach, and Corvette Zr-1) to add to the Ferrari F-40 and Porsche 959 on the master disk and the "California Challenge" scenery disk which allows players to race down the California coastline. Another nice feature is the ability to race against a computer opponent as opposed to the game's predecessor which only provided for racing against the clock. Those who liked the original product will be *very* impressed with this release, but those who never liked the joystick/keyboard steering system of the original will want to steer clear of this game. Like *Test Drive* and *Grand Prix Circuit*, controlling acceleration, shifting gears, and steering the car by means of the same device is extremely difficult and frustrating.

(Continued on page 55)



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Games That Go To Your Head

(Continued from page 38)

Wayne Gretzky Hockey

ticular play for a particular situation. There are five plays which the would-be coach can order from the keyboard: forwards spread across the attacking zone, left wing and center crossing over, right wing and center crossing over, forwards flooding the left side of the zone, and forwards flooding the right side of the zone.

Second, one can change lines to keep fresh players on the ice. The energy rating for the active line is displayed at the bottom of the screen. This number is continually declining as the active line expends energy. Failing to keep "fresh" players on the ice causes the on-screen players become sluggish and play poorly.

Another choice occurs on relatively rare occasions: late in the game when one's team is behind by only one goal or when a delayed penalty has been called against the opposing team (since play will be stopped automatically when the opponents touch the puck, hence they cannot score). The option of pulling the goalie is available to coaches who are either aggressive or desperate. This is accomplished with a simple keystroke and enables the coach to send an extra attacker onto the ice to replace the goalie.

It may not sound like the "Coach Only" mode leaves very much for the player to do in the course of a game, but it *is* absorbing nonetheless. It is a lot like actually watching a hockey game from atop a professional arena, but it is even better because of the ability to coach one's favorite players.

Power Play

In spite of all the play value the previously discussed modes have to offer, the most awesome way to play this game is in the "Play and Coach" mode. In this mode, one gets the satisfaction of making the same coaching decisions as in "Coach Only," but gets to participate as an active player on the ice. It is satisfying to select a line with Phil Esposito centering it, but it is absolutely thrilling to stake out the low slot (directly in front of the net), demand a pass, and "one-time" it (shoot off the pass) past the opposing goalie as though one were Esposito himself.

Penalty Box

The referee in *Wayne Gretzky Hockey* is simulated very effectively. In fact, the referee calls a close enough game that players can really feel exultant when they "get by with one."

Beyond the overhead viewpoint, there is also some extremely nice animation in the game. The referee makes his calls using authentic hand signals. Delayed penalties are shown by an upraised hand at the bottom of the rink and the actual calls are depicted on a special animated scoreboard placed center screen whenever there is a penalty. Whenever a goal is scored, there is an animated "reward" sequence depicted on the scoreboard (sometimes, complete with fireworks). On one megabyte systems, there are supposed to be fight sequences on the scoreboard. They look nice on the demo disk, but no fights occurred on our **Amiga 1000** with **MicroBotics** expansion card.

The only drawback in addition to the missing fight sequences relates to the team data. The game comes with the all-time great *Boston Bruins* and *Montreal Canadiens* teams. Unfortunately, the statistics for Wayne Gretzky do not even appear in the game unless one buys the NHL team data disks. As of press time, these disks were not finished. This means that players will have to laboriously enter statistics and rate their players themselves. It would have been nice if some rosters of modern teams had been released simultaneously with the game in order to provide some guidance in developing the ratings.

Press Box

The final evaluation of the product must be an unhesitating recommendation to anyone who enjoys hockey. Those who are looking for a pure action game and do not really care about strategy may opt for a more traditional arcade game, but this reviewer thinks *Wayne Gretzky Hockey* scores a hat trick in all three modes. **CGW**

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Screen photos from IBM EGA version.

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(Continued from page 24)

Scorpion's Mail

her instructions, as they don't seem to lead anywhere.

Ultima V

The coordinates given by the Demon for the Shard of Hatred are not correct. If you go to that location in the underworld, you won't find anything there. What you should do is go down Covetous to the underworld, walk south to the mountains, and then head off westward. That will put you on the right track as a start. Use gems often to see what's around you. Readers have also been asking about Smith the talking horse. No, he doesn't have anything important to tell you, although it's important to know where he is.

Bard's Tale II

Some people are having a hard time finding the fifth word of the ten on level four of Dargoth's Tower. It's in a small room in the dark area where the stairs up are located. It's not easy to find, because of the spinners, but if you perservere, you'll come across it.

Bard's Tale III

Folks poking around in Tenebrosia seem to be having trouble finding a Shadow Door to go with the Shadow Lock. The door is around, just not immediately evident. See what you can do about getting into the forest; just keep an eye out for Smokey the Bear (hehe). For those messing around in Malefia, make sure you bring all your special goodies with you, as you'll be needing them.

Future Magic

The battlestation is, not surprisingly, confusing and frustrating a number of people. The first level has three different "room" configurations which are repeated throughout the level. This can give a feeling of walking around in circles, even though you aren't (level three is the same way). Each level is nine "rooms" wide by eight "rooms" high. Using graph paper and the long-range scanner (for coordinates) you can map the place eventually, although patience is needed (for those without patience, I can provide the routes to take, but do try it on your own first).

That's about it for this trip to the backroom. Remember if you need help with an adventure game, you can reach me in the following ways:

On Delphi, visit the GameSIG (under the Groups and Clubs menu). On GEnie, stop by the Games RoundTable (type Scorpia to reach the Games RT). On The Source, send SMail to ST1030. By US Mail (enclose a self-addressed, stamped envelope with your questions if you live in the United States): Scorpia, PO Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring! **CGW**

(Continued from page 6)

games in this colorful, casino gambling simulator. Blackjack, Roulette, Craps, Keno, Video Poker and nine different slot machines all follow the rules and regulations of the New Jersey Casino Control Commission. Now you can lose your money without leaving the comfort of your home. Mouse or keyboard controls operate the betting and dice rolling. IBM (pictured) and C-64 ($34.95), ST ($39.95). Circle Reader Service #5.

Data East
470 Needles Drive,
San Jose, CA 95112

GUERRILLA WAR: The coin-op hit comes to the computer with good looking graphics and color. One or two players attempt to overthrow the government with a variety of weaponry that includes bazookas, flamethrowers and grenades (your standard Central American arsenal). Jungles, tanks, and air strikes (along with five levels of difficulty) provide lots of challenge. IBM (pictured), and ST ($39.95), Amiga ($44.95) and C-64 ($29.95). Circle Reader Service #6.

Datasoft
19808 Nordhoff Place
Chatsworth, CA 91311

LANCELOT: Three mini-games combine to let the player relive Malory's "Le Mort D'Arthur." in this text adventure. "Camelot" recreates Lancelot's rise to fame, "Logris" fills out the roster of the Knights at the Round Table, and "The Quest for the Holy Grail" completes the trilogy. Beautiful graphic windows give this game a lot of flavor. IBM (pictured) and Mac ($39.95), C-64 ($29.95). Circle Reader Service #7.

TIME AND MAGIK: A trilogy of time travel, graphic text adventures that includes: "Lords of Time"-a scavenger hunt through time; "Red Moon"-a search for the Magik Red Moon Crystal that pits the player against the sinister Timelords; and "The Price of Magik"-a showdown with the Mad Guardian of the Crystal. The graphic screens are really stunning! Amiga (pictured) Mac and ST ($39.95), C-64 ($29.95). Circle Reader Service #8.

DigiTek
104 W. Seneca, Suite 4
Tampa, Florida 33612

HOLE-IN-ONE MINIATURE GOLF: Up to four can compete over a variety of classic and fantasy layouts in this 72 hole golf game. The mouse determines the strength and direction of the shot. The game is easy to play, with colorful graphics and sound. Amiga (pictured) ($39.95), C-64 and ST ($29.95). Circle Reader Service #9.



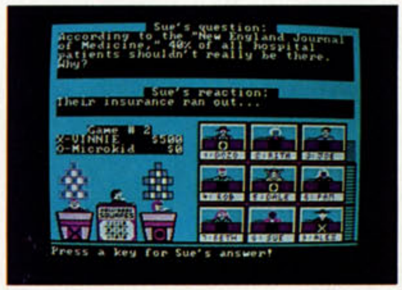
Lancelot



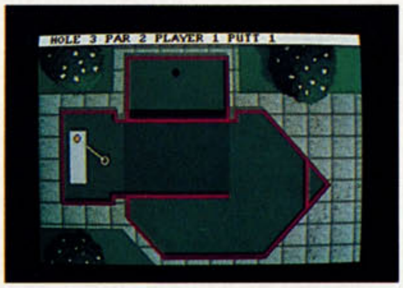
Time and Magik



Double Dare



Hollywood Squares



Hole-In-One Miniature Golf



Contra

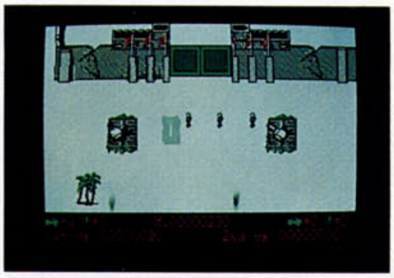
Game Tek
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Plantation, Florida 33324

DOUBLE DARE: Outrageous physical stunts combine with brainstumping questions as the Nickleodeon/MTV teen game comes to the computer. Get shot out of a cannon into a plate of spaghetti, or dare your opponent in this updated version of Jan Murray's "Treasure Hunt." IBM (pictured) Apple and C-64 ($14.95). Circle Reader Service #10.

HOLLYWOOD SQUARES: One or two players compete for cash and a car in the computer version of the long running TV hit. The player must figure out if the celebrity square they've chosen in this "Tic Tac Toe" game has given the correct answer or is bluffing. The celebs even have the one-liners that have made this game so popular on TV. The only problem is you can't drive away the car. IBM (pictured) Apple and C-64 ($14.95). Circle Reader Service #11.

Konami
815 Mittel Drive
Wood Dale, IL 60191

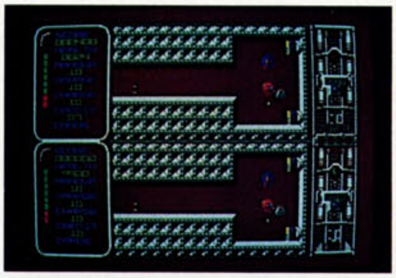
CONTRA: The popular Nintendo cartridge game comes to the home computer in this one or two player "shoot 'em up." Players run, jump, and shoot their way past hordes of alien defenders, while trying to blast their way into the alien's lair. Machine guns, lasers, force fields, spread guns - they're all here. The playing hints include: "Shoot everything in sight." Need we say more? IBM (pic-



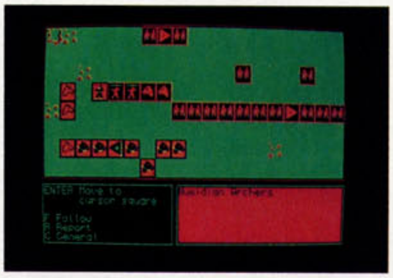
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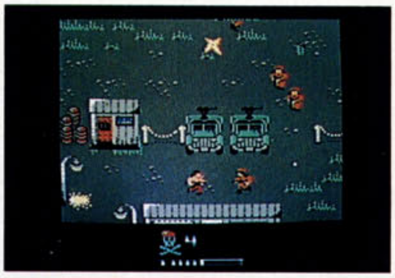
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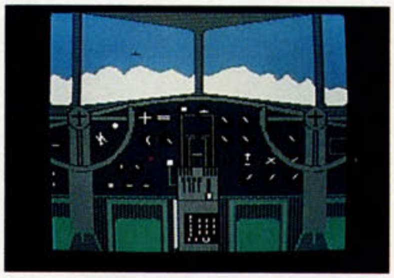
Captain Fizz



Ancient Battles



Purple Heart



First Over Germany

tured) and Amiga ($39.95). Circle Reader Service #12.

JACKAL: The player is a member of the Green Beret's Jeep Squad in this POW rescue mission. One or two players operate an all terrain, four-wheel drive, super-mobile attack jeep, armed with machine guns, missiles and hand grenades. (We could use one of those on the Southern California freeways!) Smooth forward scrolling and top down graphics make this easy to play. IBM ($39.95). Circle Reader Service #13.

Melbourne House
711 West 17th St., Unit G9
Costa Mesa, CA 92627

WAR IN MIDDLE EARTH: Tolkien's epic trilogy finally makes it to the computer in this fantasy role-playing/graphic animation adventure/war game. The player controls Frodo, Gandalf, King Aaragorn and the good generals, and must see that the One Ring is tossed into the fires of Mt. Doom. Strategic maps show the movement of large forces, while individual screens cover the encounters that Frodo and the other ring bearers have with the forces of good and evil. Frodo must mobilize the forces of good, encounter and screen Sauron's evil minions, and get to Mt. Doom before Sauron finds the One Ring. This is a very detailed game with many layers of strategy. Amiga (pictured), IBM, IIGS and ST ($49.99). Circle Reader Service # 14.

Psygnosis Ltd.
First Floor,
Port of Liverpool Bldng.
Liverpool L3 1BY, U.K.

CAPTAIN FIZZ MEETS THE BLASTER-TRONS: Two players are necessary to get through the 22 levels of combat in this action game. The players have separate screens one above the other, and must work together if they are to get to the evil central computer creating the infestation threatening to overrun the planet Icarus. Both tactics and strategy are required to complete this one. Typical Psygnosis graphics and sound. Amiga (pictured). Circle Reader Service #15.

CCS:
Scorpion
19 Harbor Drive
Lake Hopatcong, NJ 07849

ANCIENT BATTLES: One or two players compete in this ancient warfare game and construction kit. The game has hidden movement, computer control of subordinate generals, auto-deploy of forces, five scenarios (Hydaspes, Cynocephalae, Zama, Pharsalus and Chalons) and a construction kit to design your own battle. This is a good looking game on a neglected historical period. IBM ($39.95). Circle Reader Service #16.

Actual Screenshots:
Scorpion
19 Harbor Drive
Lake Hopatcong, NJ 07849

PURPLE HEART: Another 1 or 2 player commando game that includes the usual weapons. In addition, though, you also get Helicopters, Bombers, Snow Mobiles (!), Motor Bikes and Nuclear Subs. Captured weapons help increase firepower and six different landscapes provide the variety. C-64 ($29.95). Circle Reader Service #17.

Strategic Simulations, Inc.
1046 N. Rengstorff Ave.
Mountain View, CA 94043

FIRST OVER GERMANY: Flying a World War II, B-17 is the order of the day in this one player game of air combat. The player starts as a 2nd Lt. pilot and selects a crew, practices take-off and landing, bombing and gunnery, and formation flying. After the training phase he must then fly a 25 mission tour of duty over Germany. The screens include strategic flying and tactical combat. C-64 ($49.95). Circle Reader Service #18.

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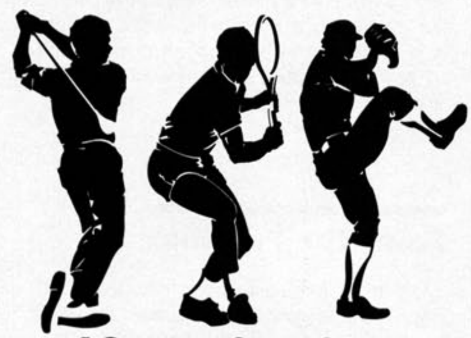
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EGA Screen Photograph of TRACON



(Continued from page 46)

Computer Cavalcade of Sports



—A Computer Sports Survey—

Fortunately, the simpler levels of the game provide an auto-shift mode which makes it easier, but the same lament regarding steering is applicable to *Test Drive II: The Duel* as well as **Accolade**'s earlier high performance racing games. (Amiga, IBM, $44.95, C-64/128, $29.95, Scenery and Data Disks $19.95 and $14.95)

Motocross Racing

Suzuki's RM250 Motocross: **Gamestar** is known for its action-oriented sports games and **Dynamix** is known for high quality graphics. Both reputations come together in this racing game which requires fast reactions, thoughtful set-up (adjusting the bike for the race), and intuitive strategy for efficiently handling the curves and jumps on each of ten different tracks. CGW's pre-release version of the game offered impressive scrolling, both in terms of frame rate and the intended perception of bouncing over bumpy terrain and flying through the air. (IBM, $39.95)

Soccer

International Soccer: This British import offers crude, blocky graphics and extremely basic play value. It is very similar to Atari 2600 games where the play is straightforward, but limited to a very few moves. At the lower difficulty levels, one doesn't even have to pass to one's teammates in order to run up one-sided scores against the computer opponent. At least, the presentation of the trophy has a cute graphic sequence. (CRL, c/o Scorpion, 19 Harbor Dr., Lake Hopatcong, NJ 07849, C-64/128, $29.95)

MISL Soccer: Ed Ringler designs sports games which not only emphasize action, but also present the player with an awareness of strategy and teamwork. Like **Mindscape**'s *Superstar Ice Hockey* and *Superstar Soccer* before it, *MISL Soccer* (Major Indoor Soccer League) demands that the player pay attention to the team's fatigue levels and power ratings in order to substitute effectively. Also like its predecessors, the game allows the player to be a general manager and coach by making trades and taking a team through training camp. In addition, the game allows a player to participate in a league against computer opponents (not against human players, though). The

game utilizes teams modeled and named after MISL teams and plays according to authentic indoor soccer league rules. (Amiga, Apple II, $39.95, C-64/128, $34.95)

Tennis

Serve and Volley: This **Accolade** action game has a distinctive emphasis on strategy. Players utilize court maps to determine position and aim from a strategic perspective. From the tactical perspective, one uses performance bars (similar to those used in Mean 18's interface) to choose between flat, slice, or topspin serves. In the same way, players choose to use volley, lob, forehand or backhand shots on the returns. The game is sophisticated enough to allow for fatigue and court types (clay for a longer bounce, grass for a slower bounce, and hard surface for the fastest and highest bounce), as well as keep track of player statistics through a single-elimination tournament. With three different difficulty levels, court backgrounds, and court surfaces, players shouldn't get tired of this keyboard-driven tennis game for one or two players. (Apple IIGS, IBM, $39.95)

Wrestling

Take Down: **Gamestar**'s wrestling game for one or two players is, of course, a "take off" on the national "put on." *Take Down* has some of the fun of professional tag team wrestling without too much "show biz" hype. The wrestlers all have their special costumes, "stage names," and distinctive moves, but unlike those events which are regularly televised, there is more action inside the ring than outside. Each wrestler comes with four pre-programmed moves (accessible at the cardinal points of the joystick with the button depressed) and all wrestlers have the ability to tag their partner, throw a punch, climb the ropes and dive on their opponent, and bounce off the ropes for a flying body tackle, go for a pin, or throw their opponent off prior to a pin. Joystick operation is less confusing than **Mindscape**'s *Bop'n Wrestle* where the same joystick positions represent different moves depending on the wrestler's position or **Data East**'s *Tag Team Wrestling* where there are eight different joystick positions to memorize, so it offers less joystick busting and more fluid action. Those players who want more moves will opt for the earlier games, but those who want a relatively simple and satisfying game may want to consider *Take Down* for their wrestling game. (C-64/128, $29.95)

From The Pressbox

The current proliferation of sports-oriented titles practically guarantees that sports fans can find the type of game they are looking for in each sport. Whether one is seeking to improve one's reflexes or synapses, there is certainly a game available to offer a satisfying challenge. **CGW**

Circle Reader Service #43



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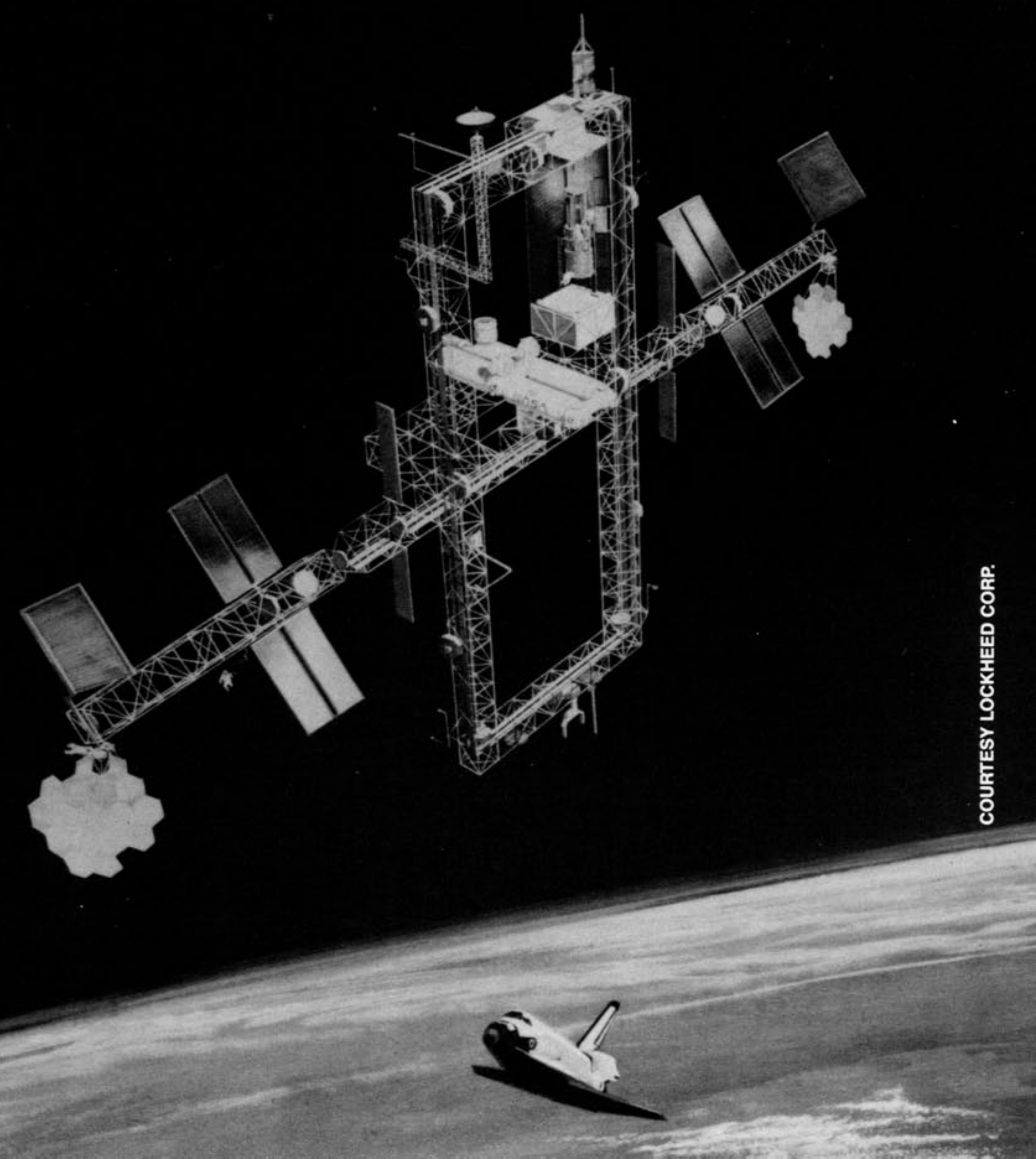
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"Californy" or Bust

Sierra Revisits The "Gold Rush"

by Michael Chaut

They suffered from scurvy, fever, rusty salt pork, and seasickness to travel by sea or alkali dust, mud bogs, Indian encounters, and cholera to travel overland. They migrated toward camps with names like Jackass Hill, Delirium Tremens, and Gomorrah. They gambled with profligate abandon, drank in bacchanalian excess, and celebrated all the erotic pleasures their gold dust could buy. *Gold Rush*, **Sierra**'s latest animated adventure game, celebrates those wild and reckless days of the California Gold Rush. In this case, the player "becomes" Jerrod Wilson, a young gentleman and typical East Coast "city slicker," preparing to seek his fortune in the California gold country. In the opening sequence of *Gold Rush*, the four-way split screen gives the player some advanced information of the story that is to unfold. Also, the action in this sequence reminded this reviewer of the coming attractions for an old movie serial.

The journey begins with Jerrod standing in Brooklyn Heights, New York in the year 1848. It quickly becomes apparent that Jerrod's goal is to find passage to California, discover gold and become wealthy beyond his dreams. There also is the matter of Jerrod's long lost brother. (Maybe the two are somehow connected?)

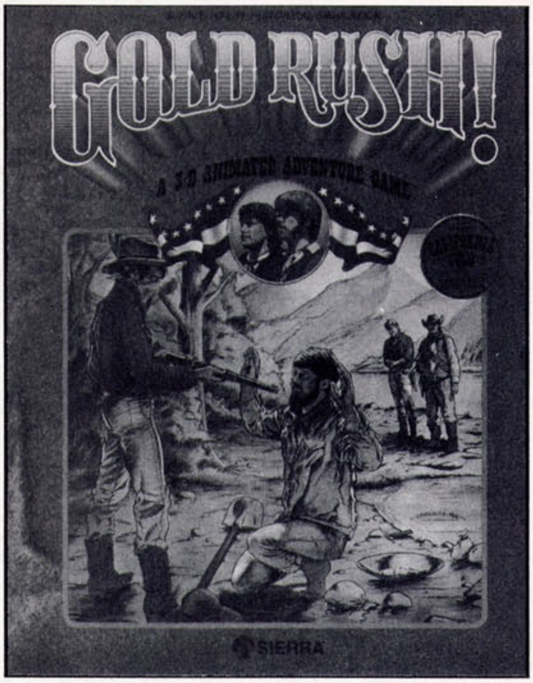
After walking around the park, the player should try to find Jerrod's home. Give the house the once-over and "take" things that you may find. (The game comes with an introductory walk-thru to help the player get started.) After Jerrod has gone through the house he should immediately head toward town (go west, young Jerrod). Early on, players will realize that a time factor is built into the game. The current time elapsed can be discovered by pressing the "F6" key. Don't take too long because finding passage west becomes much more expensive once the *Gold Rush* is announced. It may take the player 2 or 3 repetitions of the sequences to get all the desired tasks completed prior to leaving on his journey. Therefore, make sure that the save game feature is used after each new clue is discovered.

Before leaving for California the player will have to decide which route Jerrod will take. Will it be the Overland Trek, the Cape Horn Trek, or the Panama Trek. If the player chooses the Panama Trek the total points available for the game will change from 250 to 255. This is because in History, the Panama Trek was the most expensive route, and in some respects the most perilous. The player will also have to accomplish many tasks including: getting Jerrod's mail, selling his house, and buying certain items that will help along the journey depending on which route the player has chosen.

In order to win the game, players will experience what it was like to "See the Elephant" (to experience the excitement and the lure of California Gold). One will also learn of the ordeals that a traveler in the 1800's would have come across. One will be taught the lessons of correct choice in animals for your team or what time of year is best to make a journey of this nature. If, by chance, the wrong choice is made, Jerrod will pay dearly, *with his life!* As with the real forty-niners, the West will be very relentless.

Players will learn about bridling horses, poisonous plants, eating the correct foods and branding horses. When in doubt about specifics, it is helpful to refer to *California Gold*, the 88-page mini-history book included with the game.

The MacNeil brothers have really pushed the Sierra development tools to the limit in this product. The more than 160 different scenes built into the game make this game as large an undertaking as *Kings Quest IV*. It should also be noted that *Gold Rush* is linear in nature, but prospective adventurers should not be misled into thinking of this game as one-dimensional. The designers have given us many riddles and pitfalls to keep us busy along the way. As the game progresses, the puzzles get progressively more difficult. This reviewer recommends playing through all three scenarios. They each have their own flavor and perspective.



In terms of game play, the use of abbreviations for the most commonly used terms (i.e. l = look, g = get, t = talk) and of the "F3" key (in the MS-Dos version) to "retype" or "echo" a command helps to speed up play.

TITLE:	Gold Rush
SYSTEM:	IBM (Soon:Amiga, Apple IIgs, Apple IIe/c, Atari ST, and Macintosh
# PLAYERS:	1
PRICE:	$39.95
DESIGNER:	Ken & Doug MacNeil
PUBLISHER:	Sierra Coarsegold, CA

It should be mentioned that this game comes without traditional copy protection, but it does ask the player a question concerning the era from the mini-history book before game play can begin. The game comes standard with five 5 and 1/4 inch disks, two 3 and 1/2 inch disks, a "Gold Rush Regions" map, the mini-history, an MS-Dos Reference Card, and a game play book (with walk-thru).

It is a difficult task to classify *Gold Rush*. Due to the program's historical accuracy (The designers put over 250 man hours of research into this product, as well as verifying its preciseness with an expert on the historical era.), it is tempting to call it a "historical simulation." However, it also hails with the best of **Sierra**'s adventure games in terms of game play and graphics. Much

more than a history lesson, *Gold Rush* is stimulating, enriching and entertaining, a welcome addition to the **Sierra** library.



Warning: This section of the review contains specific hints.

Players should research the proper equipment, food, and animals to use by means of the mini-history. *California Gold* provides significant information for all three routes to the west.

Further, the player should save the game regularly as Jerrod progresses on his journey. One never knows when a pitfall is just beyond the horizon. Since the game conveniently provides the player with the ability to save twelve different game positions within a directory, this gives the player an easy method to backtrack.

It is important to have visited the town cemetery, taken a family photo, and found the gold coin before leaving Brooklyn. One cannot successfully reach the game's ultimate goal without performing these tasks. Be certain to visit the blacksmith at Sutter's Fort, he has an important message. It will also be necessary to pan or dig for gold so that Jerrod may purchase the necessary items to find his final destination. There are up to fifty places that will provide gold and points (1 point each) to the player throughout the land surrounding Sutter's Fort. Perseverance is necessary to find the right spots. While one can win the game with only four "gold strikes", this will not allow the player to earn the highest possible score. When the player ultimately finds the Gold Mine, there are eight visible and twelve hidden clusters of gold to be unearthed. Again, these are not needed to win the game, however not finding them will take its toll on one's final score. For the hidden gold, use the pick on the gray shaded areas of the mine walls.

Players should look for visible and invisible clues. If an object cannot be identified, check it out. In order to win this game with all possible points Players will have to really persist.

CGW



Top Ad Scavenger Hunt Contest Results

We had an impressive 175 entries to the TOP AD Scavenger Hunt from the January issue (CGW #55 pg. 13). Even more impressive is the fact that the majority of them got all the answers right! Wow! You guys (and gals) are good!

By far the most interesting answers came on question #20. We asked "The common name of a person appears backwards in an ad. What name and what ad?" Our faces are red on this one. At the time the question was written, we mistakenly thought Sir-Tech was running an ad which included the line "Trebor Sux". Trebor, of course, is Robert backwards. Since the ad didn't run, the question became void. However, most of you were resourceful and found other examples of backward names (some stretched a bit): Ted, Bob, Pam, Gord, Meg, Sal, Ciryl. Although hardly a common name for a person we thought those of you that noticed Marlboro backwards in the Accolade ad were particularly clever.

A couple of you noticed that the name of the contest was misspelled (Scavanger). Very observent.

Some of you also noticed that we didn't list a prize for this contest. Surprized? We certainly were when our copies came back from the printer! At first we said "Hey, they're having fun, they don't need no stinking prizes." But we changed our minds. So **David Daniel** of Redlands California, your name has been drawn from among the entries as our Scavenger Hunt winner. You get a three year subscription to CGW.

Next month we will announce the winners of the TOP AD awards for best ads in the January issue as well as the reader who came closest to picking the correct order of finish. We will have an unusual contest next issue as well. Thanks for playing!

The Answers to the Scavenger Hunt Quiz: 1/ Epyx-29 2/Interplay-22; 3/Infocom-34; 4/Cyborg-50; 5/Sir-Tech-58; 6/Cinemaware-27; 7/Interstel-65; 8/Taito-10; 9/Lucasfilm-5; 10/Omnitrend-46; 11/Spinnaker-45; 12/June 1950-April 1951; 13/Simcoarum-60; 14/Star Empire-67; 15/Zak McKraken-7; 16/Jeep-30; 17/Romance of the Three Kingdoms-43; 18/AH64A Apache in the Microprose Ad-55; 19/Jetfighter-35; 20/See above; 21/Typhoon of Steel-17; 22/Tracon-61; 23/Aircraft or jet-52; 24/Redline-18; 25/Blackbeard-8; 26/Cassandra-73; 27/Malifon-68; 28/Stoneseeker-21.



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IBM SOFTWARE

	LIST PRICE	WRIGHT PRICE
2400 AD	$30	$20
4th & Inches	40	26
Ancient Art of War	45	29
Ancient Art of War at Sea	45	29
Apollo 18	40	26
Balance of Power	50	34
Bard's Tale	50	33
Beyond Zork	50	33
Black Cauldron	40	26
Breach	40	26
Bridge 5.0	30	20
California Games	40	26
Chessmaster 2000	45	29
Defender of the Crown	40	26
Earl Weaver's Baseball	40	26
Elway Quarterback	30	20
Empire	50	33
Falcon	50	33
Flight Simulator 3.0	50	33
Gold Rush	40	26
Gunship	50	33
Hunt for Red October	50	33
Impossible Mission II	40	26
Jordan vs Bird: one on one	40	26
King's Quest I, II, III or IV	50	32
L.A. Crackdown	50	33
Leisure Suit Larry	40	26
Leisure Suit Larry II	50	33
Manhunter New York	50	32
Monopoly	40	26
Nobunaga's Ambition	60	39
Pirates	40	26
Platoon	40	26
Police Quest I or II	50	32
PT-109	50	33
Rings of Zilfin	40	26
Rocket Ranger EGA	50	33
Romance of Three Kingdoms	70	46
Sent. Worlds I: Future Magic	50	33
Shard of Spring	40	26
Sherlock	43	28
Shiloh	40	26
Silent Service	35	23
Solitaire Royale	35	23
Sons of Liberty	40	26
Space Max	60	39
Space Quest I, II or III	50	32
Star Command	50	33
Starflight	50	32
Star Saga	80	52
Strike Fleet	40	26
Test Drive	40	26
The Games: Summer Edition	50	33
The Games: Winter Edition	50	33
The Sporting News Baseball	40	26
Thexder	35	23
Three Stooges	50	33
Thud Ridge	40	26
Ultima I or III	40	26
Ultima IV or V	60	39
Under Fire	35	23
Universal Military Sim.	50	33
Visions of Aftermath	40	26
Wargame Construction Set	40	26
Warship	60	39
Wasteland	50	33
Willow	40	26
Wizard's Crown	40	26
Wizard Wars	45	29
Zak McKracken	45	29

AMIGA SOFTWARE

	LIST PRICE	WRIGHT PRICE
Barbarian	$40	$26
Bard's Tale	50	34
Clever and Smart	35	23
Defender of Crown	50	33
Earl Weaver Baseball	50	33
Final Assault	45	29
Impossible Mission II	50	33
King's Quest I, II or III	50	32
L.A. Crackdown	50	33
Lords of the Rising Sun	50	33
Marble Madness	50	33
Menace	30	20
Obliterator	40	26
Paladin	40	26
Police Quest	50	32
Questron II	50	33
Rocket Ranger	50	33
Sherlock	40	26
Solitaire Royale	30	20
Space Quest I or II	50	33
Starglider II	50	33
Terrorpods	40	26
Thexder	35	23
Three Stooges	50	33
Twilight Zone	40	26
Ultima III	40	26
Ultima IV	60	39
Universal Military Simulator	50	33
War in Middle Earth	60	39
Wizard Wars	40	26

APPLE II SOFTWARE

	LIST PRICE	WRIGHT PRICE
2400 AD	$40	$26
American Civil War 2 or 3	40	26
Bard's Tale	45	30
Bard's Tale II or III	50	32
Battles of Napoleon	50	33
Demon's Winter	30	20
King's Quest I, II, III or IV	50	32
Manhunter New York	50	32
Space Quest I or II	50	32
Times of Lore	40	26
Ultima IV or V	60	39
Under Fire	60	39

C-64 SOFTWARE

	LIST PRICE	WRIGHT PRICE
4th & Inches	$30	$20
American Civil War Vol 2 or 3	40	26
Bard's Tale I, II or III	40	26
Battles of Napoleon	50	33
Demon's Winter	30	20
Impossible Mission II	40	26
Jordan vs Bird: One on One	30	20
Questron II	40	26
Red Storm Rising	40	26
Road Runner	35	23
Three Stooges	35	23
Times of Lore	40	26
Ultima IV or V	60	39
Zak McKracken	35	23

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Circle Reader Service #47

On the R.I.D. card provided opposite page 4, please rate the following games (if you have played them) and articles (if you have read them) by using a letter grade scale (i.e. A to F). Just rate the games as if you were an educator. As with the world of education, the scale will translate to:

A= Excellent

B= Above Average

C= Average

D= Below Average

F= Failure

If you wish, you may assign pluses (+) or minuses (-) to your letter grade (i.e. B+, B-, C+, C-, etc.). As always, rate only those games that you have played.

Over the next three issues we will rerate all of the games on our current R.I.D. list and a number of other titles as well. Remember that thousands of gamers will be making buying decisions based on the results of these ratings, so help your fellow gamer out and let him know what is a worthy purchase and what is not.

Also, remember that CGW is working with a statistical psychologist to study the common elements of the games you like and why different gamers like different kinds of games. So please answer the set of demographic questions at the beginning of each month's R.I.D. We are looking forward to sharing some interesting insights from this data in the months ahead.

Demographics

(List the appropriate number)

1. What is your age ?

1 = Under 14 years old
2 = 14-17 years old
3 = 18-20 years old
4 = 21-30 years old
5 = 31-35 years old
6 = 36-40 years old
7 = 41-50 years old
8 = 51+ years old

2. What machine(s) do you play games on?

(List all numbers that apply. List the machine you use most often first, the others in decending order of use).

1 = IBM, clones, Tandy
2 = Amiga
3 = Apple 8 bit
4 = Apple IIgs
5 = Atari ST
6 = Atari 8 bit
7 = C-64/128
8 = Macintosh
9 = Other (specify)

3. How much time do you typically spend playing computer games each week?

1 = Less than 2 hours
2 = 2-5 hours
3 = 6-10 hours
4 = 11-20 hours
5 = 21-30 hours
6 = 31+ hours

Games

4. Deja Vu II (Mindscape)
5. War in Middle Earth (Melbourne House)
6. Lancelot (Datasoft)
7. Romance of the Three Kingdoms (Koei)
8. Scavengers of the Mutant World (Interstel)
9. Guerrilla War (Data East)
10. First Over Germany (SSI)
11. Napoleon in Russia (Datasoft)
12. Ancient Battles (CSS/Scorpion)
13. Time and Magik (Datasoft)
14. 688 Attack Sub (EA)
15. Zany Golf (EA)
16. Battlehawks 1942 (Lucasfilm)
17. Contra (Konami)
18. Jackal (Konami)
19. 720º (Mindscape)
20. The Usurper (Sir Tech)
21. Sorcerer Lord (PSS/Datasoft)
22. Downhill Challenge (Broderbund)
23. Jetfighter (Velocity)
24. F-14 Tomcat (Activision)
25. The Duel: Test Drive II (Accolade)
26. Decisive Battles ACW III (SSG)
27. Artura (Arcadia)
28. Star Wars (Broderbund)
29. Guardians of Infinity (Paragon)
30. The Magic Candle (Mindcraft)
31. Techno-Cop (U.S. Gold/Epyx)
32. Time Bandit (Michtron)
33. Menace (Psygnosis)
34. Under The Ice (Lyric Software)
35. Hostage (Mindscape)
36. The Scoop (Spinnaker)
37. Space M+A+X (Final Frontier/Interstel)
38. TRACON (Wesson International)
39. Sword of Sodan (Discovery)
40. Savage (Rainbird)
41. Space Station Oblivion (Epyx)
42. Platoon (Data East)
43. Project Firestart (EA)
44. Sim City (Maxis)

Articles

45. Letters
46. Desert Rats Review
47. Taking A Peek
48. The Rumor Bag
49. Jetfighter Review
50. Inside The Industry
51. F-14 Tomcat Review
52. Annals of Rome Review
53. Scorpion's Mail
54. Techno-Cop Review
55. The Magic Candle Review
56. Computer Cavalcade of Sports
57. Captain Blood Review
58. Wayne Gretzky Hockey Review
59. Scavengers of the Mutant World Review
60. Gold Rush Review



Be it known to all gentle persons that the above named games have been well spoken of by our readers over a goodly period of time. Therefore they have been enshrined in the CGW Hall of Fame as games of renown and worthy of play by all

The wait is over! The new, improved CGW Reader Input Device is "online"! Beginning with CGW #54 (December 1988) we have asked you, our readers, to use our new rating system to rate 168 current games. With the new R.I.D. letter grade system you are able to be more precise in your ratings. We converted your letter grades to a 12 point numeric scale. Games rated A+ received 12 points, Games rated A received 11 points, etc. The individual scores were added and averaged. The results are expressed numerically and have the same familiar feel of our old 9 point system.

We have also changed our categories. Whereas in the old R.I.D. system we only had three categories: strategy, adventure, and action (and two of those categories were combined on the game ratings page); we now have six categories all displayed in the same chart. You can quickly find the top rated games in your favorite category simply by running your finger down the "Category" column.

Some games belong to more than one category.

The Categories

Strategy (ST): Games that emphasize strategic planning and problem solving.

Simulation (SI): Games based on first person perspectives of real world environments.

Adventure (AD): Games that allow you to take your alter ego through a storyline or series of events.

Role-Playing Adventures (RP): Adventure games that are based on character development (usually involving attributes)

Wargames (WG): Simulations of historical or futuristic warfare from a command perspective.

Action/Arcade (AC): Computer games that emphasize hand-eye-coordination and reflexes.

Note: Next month we will be retiring a number of games to the CGW Hall of Fame. Don't miss it!

The Top 100

Name	Mfg	Machine	Cat.	Num. Resp.	Rating
Dungeon Master	FTL	Am,ST,GS	RP	97	10.54
F-19 Stealth Fighter	MicPr	I	SI	67	10.45
Empire	Intstel	Am,ST,I	WG	168	10.11
Might & Magic II	NewWrld	Ap	RP	61	9.84
Battlehawks	Lucasfilm	I	SI	59	9.75
Ultima V	Origin	Ap,I	RP	135	9.73
Pirates	MicPr	Ap,C,I	AD	224	9.71
Red Storm Rising	MicPr	C	SI	55	9.65
Project: St. Ftr	MicPr	C	SI	58	9.55
Wasteland	EA	Ap,C,I	RP	141	9.52
King's Quest IV	Sierra	I,GS	AD	75	9.30
Bard's Tale III	EA	Ap,C,I	RP	124	9.26
Neuromancer	Interplay	C	AD	31	9.23
Ghenghis Khan	Koei	I	ST,RP	41	9.22
Airborne Ranger	MicPr	C	AC	94	9.17
Pool of Radiance	SSI	C,I,Ap	RP	98	9.14
NFL Challenge	XOR	I	ST	86	8.87
Rocket Ranger	Cnmwre	Am,C	AC,AD	90	8.86
Earl Weaver Baseball	EA	Am,I	ST,AC	117	8.82
Fire Brigade	Panther	Am,M,I	WG	22	8.77
Battletech	Infocom	I	AD	48	8.77
Typhoon of Steel	SSI	Ap,C	WG	56	8.77
Police Quest II	Sierra	I,GS	AD	43	8.65
Jack Nicklaus' Golf	Accolde	Many	AC	28	8.64
Nobunaga's Ambition	KOEI	I	ST,RP	51	8.53
Falcon	SpHolo	Many	SI	79	8.52
Reach for Stars (3rd)	SSG	Many	ST	124	8.52
Panzer Strike	SSI	Ap,C	WG	68	8.51
Carrier Command	Rnbrd	Many	AC,WG	49	8.51
Silent Service	MicPr	Many	SI	257	8.50
TV Sports FootBall	Cnmwre	Am	AC,ST	50	8.44
Wings of Fury	Brdbnd	A	AC	52	8.38
Arkanoid	Taito	Many	AC	69	8.38
Strike Fleet	EA	Ap,C	WG	79	8.37
Leisure Suit Larry II	Sierra	I	AD	52	8.3
Sentinel Worlds	EA	I	RP	82	8.3
Modem Wars	EA	C	ST	24	8.29
Manhunter NY	Sierra	I,GS	AD	72	8.25
Police Quest	Sierra	Many	AD	98	8.23
Starglider II	Rnbrd	Am,ST	AC	65	8.22
Three Stooges	Cnmwre	Am,C	AC	68	8.21
Battlegroup	SSI	C,Ap	WG	36	8.19
Rebel Charge	SSI	Many	WG	58	8.12
Stealth Mission	subLog	C	SI	36	8.11
Shiloh	SSI	Ap,C,I	WG	54	8.09
Zork	Infcm	Many	AD	218	8.09
Faery Tale Adv.	Micrill	Many	RP	59	8.06
Russia	SSG	Ap,C	WG	61	8.04
Heroes Lance	SSI	Many	AC,AD	80	8.03
WC Leader Board	Access	Many	AC	97	8.00
Leather Goddess	Infcm	Many	AD	136	7.99
Breach	Omtrnd	Many	ST,RP	114	7.98
Enchanter	Infcm	Many	AD	115	7.96
Jordan vs Bird	EA	C,I	AC	47	7.95
Wizardy V	SirTc	Ap,I	RP	43	7.88
Archon I	EA	Many	AC	226	7.88
Eternal Dagger	SSI	Ap,At,C	RP	72	7.84
Zork Zero	Infcm	Mac	AD	20	7.84
Rommel: NA	SSG	Ap,C	WG	20	7.80
Halls Montezuma	SSG	Ap,C	WG	44	7.75
Phantasie III	SSI	Many	RP	105	7.74
Anc.Art War Sea	Brodr	Ap,I,M	WG	108	7.74
Phantasie	SSI	Many	RP	147	7.68
Star Saga	MstrPly	Ap,I	AD	41	7.65
Bard's Tale II	EA	Many	RP	166	7.64
Grand Prix Crct	Acclde	C,I	AC	46	7.63
Spellbreaker	Infcm	Many	AD	93	7.62
Sorcerer	Infcm	Many	AD	71	7.61
Wizard's Crown	SSI	Many	RP	133	7.61
Hitchhiker Guide	Infcm	Many	AD	198	7.57
Demon Stalkers	EA	C	AC,AD	57	7.54
Shadowgate	Mindsc	Many	AD	66	7.53
Wishbringer	Infcm	Many	AD	81	7.51
Times of Lore	Origin	Ap,C,I	AD	67	7.50
Legacy Ancients	EA	Ap,C	RP	134	7.50
Planetfall	Infcm	Many	AD	139	7.48
AutoDuel	Origin	Many	AC,AD	175	7.44
King Quest II	Sierra	Many	AD	115	7.43
Steel Thunder	SSI	C	SI	41	7.39
Defender Crown	Cnware	Many	AC,AD	253	7.38
Lode Runner	Brdrbnd	Many	AC	124	7.36
Legend Blacksilver	Epyx	Ap,C,I	RP	34	7.32
Micro Lg Baseball	MicLg	Many	ST,AC	137	7.32
Zak McKracken	Lucasfm	C,I	AD	48	7.31
Star Fleet I	Instel	Many	WG	177	7.25
Paladin	Omtrnd	Am,ST	ST,RP	71	7.25
Space MAX	FinlFtr	I	ST	28	7.25
PT-109	SpHb	I,M	SI	36	7.22
Seven Cities of Gold	EA	Many	AD	186	7.22
Ancient Art of War	Brodr	I,M,Ap	WG	112	7.19
Hardball	Accolde	Many	AC	163	7.18
Road Raider	Mindsc	Am,	AC,AD	28	7.18
Battle of Antietam	SSI	Many	WG	84	7.17
Lords of Conquest	EA	Many	WG	178	7.15
Questron II	SSI	A,C,I	RP	85	7.12
Wizard Wars	Paragon	I	AD	20	7.11
3-in1 Football	Hafner	Many	ST	32	7.09
Mars Saga	EA	C	AD	33	7.09
Summer Games	Epyx	Many	AC	136	7.07
Balance of Power	Mindsc	Many	ST	169	7.07